

The Vampire Bible

Within lies fact and fancy,
truth and metaphor.
Discriminate
with care.

Contents

The Vampire Creed

The Dragon Speaks

The Calling of the Undead Gods

The Secret Methods of Vampirism

The Predator of Humans

The Book of Dreaming

The Coming Apocalypse

The Vampire Creed

I am a Vampire.

I worship my ego and I worship my life,
for I am the only God that is.

I am proud that I am a predatory animal
and I honor my animal instincts.

I exalt my rational mind and hold no belief
that is in defiance of reason.

I recognize the difference between the worlds of truth and
fantasy.

I acknowledge the fact that survival is the highest law.

I acknowledge the Powers of Darkness to be hidden natural laws
through which I work my magic.

I know that my beliefs in Ritual are fantasy but the magic is real,
and I respect and acknowledge the results of my magic.

I realize there is no heaven as there is no hell,
and I view death as the destroyer of life.

Therefore I will make the most of life here and now.

I am a Vampire.

Bow down before me.

The Dragon Speaks

I am thine Inmost Self.
I gaze out upon thy world of colored lights from the
Darkness behind thine eyes.
I reach out through thy hands and touch
The soft pleasures of thy living world.
I am the most Ancient One, the Creator of the Gods.
I am the Changing and Changeless One.
And whenever thou gazeth into the eyes of another, there!
Lo!
I Gaze back at thee!
I am the Source of All That Is!
He who recognizes Me as his own Self becomes also the
Source
And is, in Truth, a Sorcerer.
He who allows the flow of My Being
To Writhe through the sinews of his body,
to Touch and Change All in accordance with his Will,
Is, in Truth, a Magician.
And My Dragon Magic is sweet for I Grant thee thy
Wishes.
In what thou calleth dreams, I Gather My Forces.
In what thou calleth reality, I Stage My Dreams.
I Grant to all who seek My Being and My Power
the Right to seek their own Pleasures!
I am the True God, the One God, the Only God Which Is.
I am thee and thou art Me.
Yea, even My Symbol is the Mirror!
And know well My Name for by honoring It in all thy
Actions
thou wilt Be and remain worthy of
My Dragon Magic.

The Calling Of
The Undead Gods

Vampiric Communion
Through Magical Ritual

Achieving the Vampiric Condition requires attracting and obtaining Communion with the Undead, those Vampires who no longer walk in flesh but are astrally free. These Undead Gods have shed the limitations of the physical body and can communicate with and appear to those who still have living physical bodies.

The achievement of becoming a Living Vampire or, even higher, of entering the ranks of the Undead Gods upon the death of the physical body, relies upon this Communion with the Undead. It is Their intentions and Their desires which must be accepted and appeased.

Enter now into the suspension of disbelief. Enter the world of fantasy without prejudice. For true magic requires release from the limiting beliefs of what is real and unreal, possible and impossible. For the key to magic and the achievement of magical power comes from loosening the grip of the closed mind and embracing the reality of other worlds.

Here you now open the Gates of Power and summon the Undead Gods through the ritual of The Calling.

The Sacrifice

In true magical ritual the Undead are summoned to be present with the Living Vampire for the purpose of Communion. To entice the Undead by means of offering Lifeforce energy is the key to successful magical ritual. Further, only the Living Vampire's personal store of Lifeforce will serve this purpose. Do not believe that sacrificing the life of any other being will serve any purpose in ritual magic! Further, the destruction of a physical life does not serve any purpose whatsoever and is wasteful of the Lifeforce. Such waste is abhorred by the Elder Gods and can, in fact, incur Their wrath. Never murder humans. Never waste food. Never incur the wrath of the Undead.

At the same time, the successful Living Vampire will offer up his own gatherings of Lifeforce as a gift and an enticement to draw the attention and thirst of the Undead. In the presence of these true Gods, the Living Vampire is himself gradually transformed or even taken, body and soul, with the Gods into Their abode. Although it is relatively rare for such immediate translation to the full Vampiric Condition to occur, it is not unknown. Again, the Undead Gods do as They will!

Thus, the fullest preparation for magical ritual is to gather Lifeforce from humans through personal effort in order to have a worthy sacrifice to offer the Undead Gods.

The Ritual Chamber

The Calling of the Undead Gods must be held where it will not be defiled by the eyes of the profane human. This is not merely to protect the Living Vampire who has not achieved immortality, but because the Undead will not be drawn to the presence of Those Who Would Rise while there are present those who are covered with the stench of mortality. Therefore, close the door and lock it. Seal the place of your Working from the casual and merely inquisitive. Let no one who is not an active member of the Temple be present nor participate in this most sacred of all acts of magic!

Wrap the chamber in darkness. If the chamber is located in a natural setting at night, this is enough. Within a structure, natural or artificial, reduce all lighting to the minimum of just one or two candle flames. Less light is better and to work in absolute darkness is best. The Undead find the darkness comforting and appealing for many reasons. One superior source of light is to utilize the flame from a single container of canned heat such as sterno. If more light is required for the reading of notes during a group ritual, the use of a low wattage red light commonly used by photographic supply companies can serve without damaging the atmosphere.

Symbols of Magical Ritual

Your dress should merge with the theme of darkness and sacrifice. Come to the Undead as true Witches and Warlocks. Many will shroud themselves in black capes and robes while others will shroud their bodies in only the darkness of the night itself! In any case do not dress to distract your mind from the task at hand but to enhance its purpose. Jewelry is as much an option as clothing but if you are not of the priesthood wear no iron, for the qualities of iron can offend the Undead Gods. The wearing of the Winged Skull of UR as ring or medallion pleases the Undead and enhances the power of the ritual.

An altar is any flat surface to rest the few implements of ceremonial magic upon and represents the firm foundation of the earth upon which we move and live. When possible, place the altar to the west. Above the altar, position a mirror at eye level or higher. The mirror acts as a visual point of concentration, often acting as a gateway to the astral. The wand can be any wooden rod or staff. The purpose of the wand is to help focus the will of the celebrant.

Candles offer light when needed and are black to symbolize the powers of darkness or red to symbolize the blood of the Lifeforce. Incense also rests upon the altar. Frankincense and other scents traditional to funerals and death are appropriate. The chalice represents the human body and the liquid within symbolizes the Lifeforce of the body. The black-hilt knife (athame) or sword is held only by the priesthood and acts as a symbol of the taking of Lifeforce (as a weapon) and as a reminder to the priesthood of an Inner Temple Mystery.

Drums, rattles, bells and gongs can be used especially well in a group ceremony. With modern stereo equipment the celebrant need not wait for the auditory power of a thunderstorm. Care must be taken that the words of the celebrant not be overpowered by other sounds however.

Group Magical Ceremony

The Calling of the Undead always possesses more power in a group due to the increase of available life energy for the sacrifice. In any such group ritual it is necessary that only one celebrant leads through the Seven Steps of Ritual while the others support the celebrant as a proper congregation.

The Seven Steps of Ritual

1. Entering the Chamber.

2. The Declaration of Self.

3. The Calling to the Four Winds.

4. The Sacrifice.

5. Vampiric Communion.

6. Restoration of Power.

7. Leaving the Chamber.

1. Entering the Chamber.

The place of magical ritual may be indoors or outdoors but must be secure from interference from the profane. Lock the doors or post guards. Disconnect telephones. Close shades, curtains, etc. Have all ceremonial tools prepared and positioned ahead of time.

Entering the place of magic enables you to separate yourself from the profane world of everyday life. The physical act of going into the chamber enhances the mental and emotional decision to enter into Vampiric Communion. It is best to be able to use the magical chamber for this purpose alone, as this further sanctifies the room but it is better to have Communion than not in every case.

Again, you do not merely enter a physical chamber but enter a chamber free of disbeliefs.

Here you choose to fully believe in and accept the realities of magic and the Undead Gods you shall summon.

Here you leave behind your doubting skepticism and open yourself fully to the celebration of that which you are: a Living Vampire, Master of the Worlds both Seen and Unseen, Magician Supreme and Dedicated Worshipper and Servant to Those Who Have Risen!

2. The Declaration of Self.

Facing west toward the mirror (the dominant focus of the direction of the ritual should be toward the west, if possible) the celebrant of the ceremony briskly claps hand twice in rapid succession. This is a sign that all attention be directed fully upon the ritual. Then the celebrant declares his status as a Living Vampire and the purpose of the ceremony in his own words. One example:

"Hear me now! I am a Vampire, a predator of humans! I have entered herein to Call the Gods of the Undead into this sacred place. I have gathered Lifeforce from humans. I am filled to overflowing! I offer up this life essence to the Vampire Gods, Those Who Have Risen. I am here to feed and be drained! I am here to die and be reborn. I am here to rise from death into life! I am here to strengthen my bond with the true gods of this world! I am a Vampire!"

3. The Calling to the Four Winds.

The celebrant of the ceremony faces each of the four points of the compass in the following order: south, east, north and west. At each direction, the celebrant raises a wand or staff or other wooden implement toward that horizon and, in his own words, calls the Undead Gods to come forth to join in this ceremony. The Calling must be honest, direct and filled with emotional power. Here is just one example:

Face the south-

"Oh Great Undead Gods! Oh most powerful and Ancient Vampires! Oh true Masters of this earth! Join me here! Be with me in this place! I Call You now!"

Face the east-

"I call to you, the only true gods, and offer up to you my life essence! Come! Feed upon me! I Call You now!"

Face the north-

"I seek Your Company! I seek Your Wisdom! I seek Your Power! Enter freely into this place for You are most welcome! I Call You now!"

Face the west-

"Set aside Your doubts for I am sincere! I offer up to You my life! Take! Eat! Drink of me! For I am Yours to use as You will! I Call You now!"

4. The Sacrifice.

Here the celebrant directs the accumulated Lifeforce to the Undead Who are present. If the celebrant has not developed sufficient astral awareness to directly sense the Presence of Those Who Have Answered the Calling, he should direct the force through the mirror. The mirror acts here as a Gateway to the other world.

In a group ceremony, the other participants should direct their Lifeforce sacrifice to the celebrant, focusing upon the midsection near the solar plexus. In such a group ritual, the celebrant then acts as a lens to further focus and project the stream of life to the Undead Who may first visually manifest as images in the mirror.

The Lifeforce is exhaled through the mouth with a long, slow and controlled hissing sound. The Living Vampire literally pumps the Lifeforce out of his body in a continuous stream of power by repeating this sequence of (1) inhaling deeply through the nostrils and then (2) exhaling slowly and completely through the mouth.

The effort to expel energy must continue with no thought of personal comfort. Exhaustion is to be expected. (Consult a doctor first if you have health concerns). The effort needs to continue until there is good evidence that the Undead are accepting the sacrifice. The more one can give and the more one empties self of the Lifeforce, the more return flow of transformation and aid can be received.

Remember that nothing is free and the Undead must be moved by your offering before They may choose to assist in True Initiation. The members of the Priesthood of the Temple are initiated into a Higher Sacrifice which has the outward form of less effort but requires an inner discipline of a Higher Order. Such is revealed at the right time to those found worthy through their dedication and personal sacrifice to the Temple.

Some of the Signs that indicate the Presence of the Undead include:

1. The feeling of moving air, as in a cool breeze (The Coming of the Winds).

2. Tingling sensations in the fingertips and face in particular.

3. Unusual pulling sensations at the solar plexus.

4. Sudden upsurge of mixed emotions of joy, love, worship, fear, etc.

5. Feeling of cobweb strands being laid over face or hands.

6. Ringing in ears.

7. Visual sense of the room filling with misty vapor.

8. Sensations of being touched or stroked.

9. Hearing one's name spoken aloud.

10. Classic poltergeist effects (levitation of yourself or objects in the chamber).

11. Visually sighting the Undead present first in the mirror, then in the chamber.

12. Dreams of flying, falling or traveling through tunnels after the ritual.

13. Astral projection following ritual into the Presence of the Undead.

5. Vampiric Communion.

As the Undead accept the "Blood" of sacrifice (the Lifeforce), and exhaustion nears or arrives, there comes a subtle shift. The Vampire Gods present having taken Their fill, judge the participant(s) as to their worthiness for transformation and Higher Initiation. Even to simply be in the Presence of the Elder Gods, however, does accelerate personal evolution.

To those found worthy in their efforts, the Gods may choose to release the rarefied higher energy of Their Own Essence in a return flow. If this happens (as will almost always occur in the presence of an Inner Temple member of the priesthood) then the participant(s) will discover a renewal of energy and vitality. This Rain of Mercy may be weak or strong and may take place at any time during the ceremony.

6. The Restoration of Power.

As Communion ends, the celebrant drinks from the chalice and declares again his chosen status as a dedication. Here is an example:

Raise the chalice before the mirror.

"This is the blood of my victims past, present, and yet to be. I drink the life essence of those who exist only to serve my will. I drink this in remembrance of that which I am, Vampire, the predator of humans."

Drink from the chalice. Lower the chalice to altar. Face the mirror and clap again twice, briskly.

7. Leaving the chamber.

If a member of the priesthood is present, the sword or knife is drawn and directed to each of the four points of the compass in memory of the Most Ancient Pact and as a Mystery of the Priesthood, the Words and Names are Spoken.

Then the celebrant extinguishes all remaining fire and proclaims the Closure with words such as:

"So it is done."

Without another word, leave the chamber and go into a place of brighter lights. Eat and drink to restore a more normal sense of life. If in a group, celebrate and make merry.

The ritual is at an end.



The Secret Methods of Vampirism

Vampirism is the taking of the Lifeforce of the human to empower the Vampire. In its essence, Vampirism is merely a more refined form of eating. The Vampire absorbs the Lifeforce from the human. The human absorbs it from other animals and plants. The plants take it from the sun. The sun, too, is not the final source but a channel from other sources beyond the scope of this teaching which is reserved for the Inner Temple.

However, the chemical breakdown of nutrients and its place in the biochemical cycle (the Krebs Cycle) that transfers energy is not the complete story. Just as modern physicists are finally aware of the fact that much of the mass of the universe is "missing", biochemists remain unaware of the role of a "missing" element in the energy system of the human body. This missing element is the so-called astral universe which includes the astral bodies of all living things.

At the heart of eating is the concept of astral energy transfer. The actual transfer usually requires a discoincidence of the astral body from the physical which, in turn, usually entails a loss of consciousness. Hence after a large meal, most humans and animals will become sleepy because it is when they sleep that the true energy transfer occurs.

Another example of the role of sleep in energy absorption can be seen in those cases of extreme danger to physical survival. If a human is crossing a desert and dying of thirst, he may slump down to unconsciousness and sleep. When he reawakens, his energy level is renewed and he can

continue the struggle. This happens because during unconsciousness his astral body separated to some extent from the physical body in order to permit the flow of stored energy into the various tissues of body and brain.

The most refined source of the Lifeforce energy for Living Vampires is thus found in the astral bodies of humans while the humans are sleeping or in some other way not normally conscious. We often travel to the sides of sleeping humans to draw off the accumulated store of their life energy from the drowsing astral form which rests near.

To achieve this higher level of Vampirism requires the Vampire to be able to rise from his physical body in the astral with sufficient awareness and intention. The achievement of this conscious out-of-body travel requires will, practice and the assistance of The Undead Gods through Vampiric Communion. The Living Vampire who can perform the shedding of flesh in this way when desired is among Those Who Have Risen.

The Vampire Initiate aspires to this exalted level of Vampiric mastery yet must gather the needed excess Lifeforce from humans first. This Lifeforce is offered up as a sacrifice, an offering to the Undead Gods in the magical ritual of Vampiric Communion. This Lifeforce offering attracts the Elder Gods and draws Them near to the aspirant so that he may be aided in invisible ways in his evolution to achieve astral control. The Loosening of the Astral Ties (which bind the astral tightly to the physical of most humans) is dealt with in greater detail as a mystery of the Inner Temple.

Yet how can the Vampire Initiate first obtain the life energies he needs in order to attract the Undead who will help him to then become an astral Vampire? The answer is surprisingly simple and, as with most effective truths, eminently instinctual.

When the human is conscious, the astral body shares the space of the physical, interpenetrating every part. However, the astral, in a normal healthy human, is usually somewhat larger than the physical body such that it will surround the physical to a distance of often between a few inches to several feet. Those who have experienced a Loosening of the Astral Ties and are therefore more capable of seeing into the astral universe have, throughout the ages, reported the auras surrounding different humans. This is commonly seen in religious paintings of Europe's last fifteen hundred years which portray the so-called "halo" or "nimbus" about the heads and hands of historical religious figures (who quite commonly were actually Living Vampires).

Thus whenever you touch a human, you are also penetrating his astral body to some extent. With that penetration by your astral of his, it is now relatively easy to draw off some of his Lifeforce energy. It will not permit the degree of flow, the "deep drinking" which is possible when preying upon the sleeping human, unencumbered by either your physical or his but this lowest level of Vampirism is at least possible.

The act of drawing the Lifeforce from the victim's astral into your own is, at heart, instinctual and not teachable. At the same time there are specific physical-astral actions which go hand-in-hand which are learnable.

Here then are the fundamental secrets of Vampirism:

1. Contact. 2. Penetrate. 3. Draw in. 4. Break contact.

1. Contact.

Contact refers to the necessity for some part of your astral body to contact the astral body of the human. Any physical skin-to-skin contact assures just such contact.

2. Penetrate.

Your astral must penetrate into the astral of the human to enable the absorption of the Lifeforce. The more your astral enters the human's astral, the more rapidly and "deeply" the force can flow.

3. Draw in.

With penetration, the Vampire must actually draw in the Lifeforce of the human. This drawing in will usually accompany the inhalation of the physical breath by the physical body.

Thus for physical contact Vampirism, it is best to inhale deeply. You will come to feel the fluid intake of the vaporous, liquid-like Lifeforce flow as it enters you. In addition, tense and draw up the anal sphincter muscles with the inhalation as this stimulates the same mechanisms involved astrally with Vampirism.

4. Break contact.

It is equally important to withdraw completely from the human's astral following the Vampiric act for at least two very good reasons. First, you do not wish to have a reverse flow of the precious Lifeforce back to the human and, second, you do not want to cause the physical destruction of your prey by leaving a Vampiric tendril constantly draining the human's Lifeforce into your own. We are not gluttons and remember the first Vampiric Principle: Never Waste Food!

In the beginning it is necessary to practice Vampirism consciously and with great intention. Over time, and as you develop Vampirically, the act of Vampirism becomes increasingly unconscious and automatic.

You will find that in the presence of another Vampire this tendency for unconscious Vampirism will be inhibited. As part of the natural order of things, predators do not prey upon each other.

This is not merely an issue of safety but of mutual self-respect. To treat a predator as one would treat prey is the greatest of insults.

When you perform the act of Vampirism, affirm aloud or silently the act as you do so. Firmly state the reality of your action as in, for example, "I now am taking your life energy, your blood, your soul." By adding verbal suggestion you are further aligning your mind as a predator as well as telepathically commanding the prey to acquiesce to your intention, to yield to your taking of the "blood".

Then fill your body to overflowing. Take and take and take until you can take no more! Gorge your inner body until, like a rising fountain, you can accept no more. And like a fountain of water rising up through your being, the spray of overflowing energy will rise above your head and then fall again upon and around you.

The Signs of successful Vampirism are as follow to include:

1. Your vision clears, brightens and colors become more vivid.

2. You feel a refreshing, revitalizing physical effect.

3. You feel a deep balancing calm within.

4. You experience an increase of physical strength.

5. Your dream recall improves such that you experience more dreaming while the dreams themselves intensify in experience.

6. You tend to attract the attentions of the Undead in magical ritual.

The developing stages of Vampirism are four:

1. Physical contact required. 2. Visual contact required.

3. Sympathetic contact required. 4. Contact by mind alone.

1. Physical Contact.

From the most casual handshake or brush in a crowd to intense sexual encounters, the key is the proximity of your astral body to that of your prey. Remember that physical contact is astral contact.

2. Visual Contact.

With sufficient experience at the physical level, the aspiring Vampire can draw the Lifeforce from a human without physical contact in line-of-sight. The actual mechanism is the projection of an astral tendril or elongated astral "cord" which connects to the astral of the prey.

The performance of this act usually feels as if the human were in physical contact with the Vampire's eyes, as if the eyes could literally reach out and touch the prey. This and the following advanced technique will be dealt with at the Second Circle level.

3. Sympathetic Contact.

The concept of the magic of contagion and sympathy is found within this level of Vampirism.

By coming into contact with some physical item, such as a piece of clothing, a pen, a nail paring, which at one time was in physical contact (and hence, astral contact) with the prey, the advanced Vampire can draw Lifeforce at a great distance. This level is dependent upon the degree of connection between the prey and the object as well as the developmental level of the Vampire.

The interpenetrating astral universe is responsible here by means of astral extensions. Like sticky threads which remain connected, more or less, with virtually everything the physical human touches (and, to a lesser extent, hears and sees) the astral web that surrounds all of us connects to our living astral bodies. The Vampire can learn to therefore follow this connection and draw Lifeforce from a footprint, or even a signature.

4. Mind Contact.

Requiring Inner Temple training, the Vampire Adept can sense the existence of prey and directly draw upon the Lifeforce without any apparent astral "bridge". This level of sophistication steps beyond the laws of physics as commonly known and relies upon the teachings of the Nine Laws of Magic, restricted to the Priesthood of UR.

Summary.

Vampirism is instinctual but can only be achieved through personal effort. Each Vampiric act self-instructs and broadens the capacity of the astral body to accept energy. With increased energy, the Vampiric powers begin to dawn.

As always, if the Undead Gods should choose one for special aid, then the learning process is shortened. For such, the Temple's purpose has been achieved and the Vampiric Condition established.

But the Gods are selective and They are pleased most by the best efforts to achieve on one's own. Therefore, learn, apply and perfect for in this way alone comes the possibility of attainment and true Initiation!

The Predator of Humans

The hierarchy of living beings on earth is based upon the food chain. Ultimately everything is reduced to the issue of who eats whom. To achieve the Vampiric Condition, the Vampire must come to a predator's perspective toward human beings. It is impossible for one to become Vampire if one is unwilling to prey upon the vital Lifeforce of humans.

Yet the Vampire has been reared in human society and has been programmed by human values and human ethics. These must be overcome and transcended in order for the possibility of Vampiric Metamorphosis to take place.

Human society is confused and holds contradictory values because the human believes himself to be at the top of the food chain while remaining the prey of the Vampire. Human beings will speak of peace and harmlessness as virtues while ignoring the act of murder that places dead meat on their eating tables. Survival is always an issue of consuming food. Consuming food is the predatory act of taking the Lifeforce from another into one's own body.

Human beings continually display their prey-consciousness by their eternal denial of these fundamental facts of life. They do not want to admit that life comes from the taking of life because, deep within, beyond any conscious denial, the humans are aware that they are food for their Masters. Within the lower animal kingdom we see the natural reaction of a mouse caught in the jaws of a viper. The mouse ceases to struggle and is resigned to its fate. The rabbit, too, will slacken his muscles and fight no more when the wolf has firmly seized his throat.

Why is this? Why don't these creatures battle to the last breath in the slim hope that they might escape and survive?

The answer is simple. As prey, these timid creatures know that their role in the nature of things is now to give up their Lifeforce to the predator who has caught them. So too, human beings inwardly sense that they are prey for the Vampire. Yet, unlike the mouse or rabbit, there is the spark of possibility within the human. There is that hidden potential of the human to rise up and achieve a higher evolutionary level and become Vampire.

To achieve the Vampiric Condition, then, requires far more than merely mastering the mechanics of drawing off human Lifeforce into one's own body. To become Vampire entails much more than to master astral flight and employ the time-honored Vampiric Principles. It first requires a change in attitude and viewpoint. It requires that the Vampire begin telling himself the truth about the nature of the world and the struggle for survival. It requires that he be willing to seize his own bootstraps and pull himself above the prey-consciousness of human society.

The Vampire is the predator of humans and no human, man or woman has achieved the Vampiric Condition while retaining human identification and human ethics. These must be discarded ruthlessly with no looking back! It is either sheep or wolf. It is mouse or snake. The Vampire must choose, and will choose, for failing to consciously choose is a choice as well.

If you speak of these things to most humans they will tell you that this is a brutal and inhuman, morally-depraved perspective

...as they bite into the dead animal meat or rotting plant pulp at hand. Yet what do they mean by this? They mean that they consider telling the truth about the realities of life on earth is cruel and brutal. In other words, you are hurting their feelings by talking about the truth! Yet remember, every human you see or speak to is mortal. They will die, sooner or later. Their desire to hide from the truth of life condemns them to inevitable death. As certain as the night follows the day, the human's avoidance of "hurt feelings" will cause him to feel instead the pain of his own death.

Thus the human being has the potential to choose to rise above his status as mere prey and become a predator, something no lower animal can achieve. This triumph of the individual will has also carried the open respect of humankind throughout history. Many are the "brutal" warriors and generals who, through their ruthless murder of other men in war, became heroes and statesmen among the sheep who shouted their praises. And make no mistake about it there has always been the general sexual attraction of the human female for the male who demonstrates predatory characteristics. It is only natural for the human species to be driven toward choosing predator tendencies over prey. The seeds of Vampirism are sown in the humans' highest evolutionary and genetic ambitions.

Furthermore, if we truly compare the Vampire to the human, we discover that it is the human who kills to live. When a mortal man eats, he crushes into pieces what was once another living animal or plant. Crudely he tears and grinds the bodies of the dead and dying into the wet mash which he swallows into the bag of his stomach. When an ear of corn is eaten it is destroyed. The seed is killed. When a beef steak dripping in blood is chewed and mixed with saliva, the steer is dead. The animal is lost.

However, through the eons since the first rise of the Vampire, the drawing of the Lifeforce has long achieved what the human only pretends. The Vampire does not kill the human any more than a dairy farmer destroys his herd by drawing off the milk from their udders. The first Vampiric Principle is to never waste food.

The Vampire who seeks entrance into the Vampiric Condition must abandon the ancient fears of the human species that being food means to be destroyed. The world's crowded "overpopulation" is the result of centuries of carefully engineered intervention in human affairs to afford the Vampire population increases We desire. The Undead Rulers of earth have no desire to kill off their own food supply. We need the humans as much as the humans need crops and cattle. To be blunt:

The murder or harming of any human being or other animal will result in immediate and permanent expulsion from the Temple.

The predator does not waste food nor soil his own lair. While it is vital for the Vampire to free himself from the prey-consciousness of his mortal heritage, this does not give him permission to destroy the efforts of many centuries. Today, most human beings do not consciously believe in the existence of our kind. This reversal of deep-held belief did not happen by accident! Especially for those who have not achieved the Vampiric Condition and remain mortal, it is vital that Initiates cultivate the lack of belief in the reality of our kind among humans.

This principle is known as:

The Truth of the Lie.

The "lie" is the existence of Vampires, which most humans now believe to be only folklore and superstitious fantasy. The "truth" is that the Vampire is very real and it is this truth that forms the basis of all Outer Temple teachings.

As is revealed to higher levels within the Inner Temple, there are several different purposes behind the execution of this manipulation of human belief, but suffice it for now to simply understand that it is not wise to abuse the powers which come with the Vampiric Condition.

The Undead will simply cut you off from further association if you do not abide by these simple and civilized principles. Such exile is a death penalty for any mortal, for only through the Vampiric Condition can immortality be achieved.

What is required of the Vampire is to move silently through the human world as a true predator who does not alert the herd to his presence and does not betray the trust of his pack. We expect you to remain innocent of crime as defined by human society. We expect you to become wise and strong enough to avoid unnecessary altercations with humans and to take their Lifeforce in a covert and cautious manner. We expect you to rise above the very propaganda our kind have created and not confuse the fictitious bloodsucking "vampire" with the noble reality of the Undead Rulers of this world.

If you do not abide by these expectations we will not punish you nor chastise you. We will only withdraw the Cup of Immortal Life and allow the end of your life to speed you to mortal oblivion.

The predator is patient. The lion will wait motionless for hours until the moment for action has come. So, too, the Vampire seeks to abandon the restless motion of the herd and fix his mind upon the goal of the Vampiric Condition. Cease now to think of yourself as a victim! While we demand obedience to the laws of the human world, we do not expect you to abandon self-defense. Quite the contrary!

Look upon human beings no longer as peers but as a lower species. Do not tolerate the risk of your life from a mortal, when your life has just acquired the potential of eternity. Walk in open places with a constant vigilance for danger. Keep your hands free. If you can legally carry a weapon to defend your life, do so. If you have not acquired simple physical skills for weaponless defense, begin.

On a more subtle but important level, begin to truly rethink the obligations human beings have placed upon you. Challenge the reasons given for you to behave in passive and restrained ways. Distinguish between the wisdom of a ruthless predator and the bleating wild-eyed mindless behavior of the human sheep. When you look at someone, sharply look through their eyes to the center of their brain. Consider your posture as you walk and sit. Look to the cat for elegance and grace of motion.

Begin at the beginning. The foundation for achieving the Vampiric Condition begins with the acceptance of the mind of a predator. Begin now, today, this very moment to weed out the habits of thinking like prey, a simpering, self-deprecating victim of the real world. Replace these thoughts and habits with the nobility of a conscious predator.

We will be watching.

Shurpu Kishpu

The Book Of Dreaming
From The Oral Tradition

With modern commentary for the Outer Temple.

The Shurpu Kishpu is the ancient oral book of the Teachings of the Hekal Tiamat, the Temple of the Vampire Dragon. The terse sutras or Words of Power were commonly memorized and then expanded in oral instruction from experienced teachers in the Great Vampire Family. Herein are contained the essential elements comprising the Mysteries of the Priesthood of UR. To the uninitiated, the unprepared and the un-Sponsored these "open secrets" remain closed to authentic understanding and realization. Here is the most ancient description of the Bridge between the Worlds. Read, learn, realize and attain!

The Dream Life Is The Only Life.

The dream body and the astral body are one. The astral body lives within the living flesh body. The astral body animates the flesh body. What you call your life is this astral body.

The Dream Death Is The Only Death.

When the astral body completely separates from the flesh body this is physical death. After physical death, the astral lives on for a time until the second death when the astral also dies.

The Sleeper Is Born To Die.

The mortal is he who physically dies and then allows the astral body to also starve and die. The mortal is "asleep" to the possibility for immortality.

The Dreamer Is Born To Live.

The Vampire is he who learns the art of taking the Lifeforce from the bodies of others to avoid the second death and live on as an Immortal Being. The Vampire dreams of the possibilities of life everlasting.

The Blood Is The Life.

The Vampire does not drink the physical blood of the living but takes the transmuted Lifeforce which is the Blood itself to perpetuate life.

The Dream Is Made Flesh.

The Vampire can make the astral body solid to the touch of flesh humans by taking enough Lifeforce. Yet the Vampire retains the qualities of the astral body.

The Dream Is In The Flesh.

The astral body is composed of a more refined form of matter and is not within the visible light spectrum. Hence the Vampire is unseen to the eye, the mirror, or the camera. The form of the astral Vampire is visible to the astral eyes of the flesh human though that form does not reflect light. A living Vampire retains a physical body. Those Who Have Risen have attained control of astral projection. The Undead Gods have abandoned the absolute need for physical bodies altogether.

The Dream Is Of The Mind.

The astral body is a shapeshifter and thus the Vampire may assume any form. For rapid movement by air is the shape of bat or bird. For rapid movement by earth is the shape of wolf or cat. For invisibility is the form of fog or dust.

The Mind Is In The Dream.

The Vampire best enjoys the form of the human to merge and blend with the human herd for the Hunt. Some Vampires becoming arrogant and unheeding of the reactions of mortals will openly display their powers of flight, speed, strength, invulnerability. Such displays harm the Hunt and alert the prey.

The Dreamer Chooses The Dream.

To become Vampire requires actions most mortals will not take. To become Vampire is never a completed work for these actions must continue being taken or the second death will destroy the Vampire. To remain alive in flesh the mortal must eat, drink and protect the flesh body from the extremes of the elements. These actions require effort and the mortal must have a purpose for remaining alive to continue taking these necessary actions.

The Dreamer Loves The Dream.

The Vampire extends life by similar actions. The Vampire must love his own life enough so that there will remain always before him a reason to continue taking the necessary actions to sustain astral vitality.

The Dreamer Feeds The Dream.

The Dream Sharing offers seductive death to the Vampire, for like an exquisite drug it offers the fulfillment of every wish while enervating the astral unto death. It is here that the mortal finds his fantasy afterlife until his second death chokes out this delusion.

The Dreamer Eats The Sleeper.

The Vampire understands the requisite taking of Lifeforce from mortals to sustain astral life. The Vampire will endure as long as he takes mortal Blood (Lifeforce) and does not himself fall prey to the pleasures of the Dream Sharing.

The Full Dream Has Power.

The powers of the astral body are responsible for most of what mortals call magic. The living Vampire will commonly utilize magical ritual to strengthen the astral body as well as to firm his commitment to immortality and the Vampire Family.

The Powers Of The Dream Are Five.

To see with astral eyes is clairvoyance. To feel with astral touch is psychometry. To hear with astral ears is clairaudience. To move the physical with the astral is psychokinesis. To speak with the astral voice is telepathy.

The Dreamer Is Known By The Mind.

The Vampire is a mental illusion to the senses of the mortal. There is no gross physical shape to see or touch. There is only the projection of the dream body of the Vampire into the mind of the mortal prey.

The Dreamer Is Not The Flesh.

The Vampire may move the physical, yet what appears to be his hand raising a glass is the psychokinetic moving of the glass apparently grasped by the intangible astral hand. The Vampire also feels he is raising the glass but if he should fail to feed upon the Lifeforce and lose power, his hand would fail to move or even feel the physical glass.

The Dreamer Rules The Flesh.

The strength of the Vampire to move physical objects comes from the reservoir of energy he has taken from the living. Thus he is not limited by the mechanics of muscle and leverage but can directly surpass mortal limitations.

The Flesh Obeys The Will.

The Vampire may also move physical objects without apparently touching them with even his astral body by extending a filament of his being to the object he desires to affect. As with the astral cord of the living Vampire, this filament can be so fine as to be invisible to the perceptions of the mortal. From the perspective of the Vampire, his intention would be to wish a door closed and with his Will extended, the door closes. If he looks carefully he may perceive the filament from his body which has stretched out to perform the deed.

The Sleeper Sees The Dream.

The illusion of physical form projected to the mind of the mortal will sometimes fail to include important elements which are always present in physical reality. The mortal's mind will sometimes fail to include some common otherwise seldom noticed consequence of physical presence. The mortal may notice no image of the Vampire in the mirror or shadow cast from light. The look of surprise or bewilderment should alert the Vampire and Will that mortal to see the mirror image or shadow. Thus the mortal will relax as the full illusion is restored.

The Dreamer Sleeps In The Dream.

When the astral Vampire sleeps, his astral body remains in the same physical location. Should a mortal come upon his form there, the failed illusion of no shadow, no mirror reflection, no recording of an image through a camera, no sound recording of breathing sounds from a tape recorder - these imperfections will alert the mortal to the reality of the Vampire's astral condition.

The Dreamer Does Not Die Asleep.

The mortal does not have recourse to destroying the Vampire according to the superstitions of tradition. A physical stake of wood through the astral heart of the Vampire causes no harm. Neither will garlic nor human religious symbols such as crucifix or holy wafer produce any response in the Vampire unless the Vampire should believe such practices potent. In such case, any pain or disfigurement of the astral body is produced by the Vampire's mind alone. Unless the Vampire believes he is truly dying and enters fully into the Dream Sharing (which is certain to eventually lead to astral death), the Vampire is unharmed by such ventures.

The Dreamer Feeds In Sleep.

If the mortal does not waken the sleeping astral Vampire, he will encounter no body he can touch, but only an intangible holographic image. His mortal hands will pass through the Vampire's form since it is not truly physical. However, the more experienced Vampire will automatically draw Lifeforce from the mortal even in deep sleep. Thus the mortal will usually faint from the sudden drain.

The Dreamer Does Not Die Awake.

Thus the sleeping Vampire, if freed from the superstitions of human culture, remains impervious to the casual mortal "Vampire killer". The Vampire, however, can pose a serious threat to another Vampire by taking his accumulated store of life energy.

The Dreamers Eat The Sleepers.

Vampires seldom prey upon each other in that the effort required to do so far exceeds the ease with which the same energies can be drawn from mortals. Further, the sense of belonging which extends between Vampires elevates their usual interactions far above such petty squabbles as those which lead mortals to fight wars and carry out vendettas.

The Dreamers Are Awake.

Vampires soon learn a love for life and respect for those of their own kind. The accumulated wisdom of centuries that an ancient Vampire may share makes his continuation an authentic value to other Vampires as compared with a relatively ignorant mortal whose small mind is filled with useless trivia and superstitious nonsense.

If life is to carry meaning, and thereby ensure the life-choosing actions of the Vampire, then the comradeship of those Few Who have taken the step beyond mortality is a treasure beyond price.

So ends this telling of the Book of Dreaming.

Hum!



The Coming Apocalypse

For each mortal life there is a physical death and for each great Cycle of Life on this world there is an ending. For thousands of years the Undead Gods have carefully worked a scheme to create a new level of existence for Themselves and those who truly serve Them.

Civilization is the product of these most Ancient Ones and is also an experiment. Prior to the civilizing of humankind, the Vampire population was checked by the limited human population. Humans who were simple hunters and gatherers were few in number and subject to the dangers of a natural world filled with deadly intent. Thus the Vampire was also endangered.

However, the Ancient Vampires rose up from the brutality of Their origins by the sheer force of Their immortality. As the decades grew into centuries, the most Elder Ones grew wiser as well as stronger. Apart from Their Own Vampiric Mastery (as related in the Shurpu Kishpu and retained as a sacred oral tradition to this day) They also discovered the secrets of fire, simple tools, agriculture, animal husbandry, metal smithing and weaponry.

Therefore, the Ancient Ones decided to improve the lot of the human in the same way that the human improved the lot of cattle and sheep. Civilizing mankind was, for the Vampire, the domestication of the human for food. Just as human cattle ranchers breed their herds to improve the stock, so too did the Undead Ancient Gods genetically manipulate early man and closely governed his breeding through laws and taboos.

The civilizing of humankind also included breaking the human spirit to maintain control. The Ancient Ones created the early religions of mankind and acted as their Gods. With the single exception of Hekal Tiamat, The Temple of the Dragon which is the Inner Temple of the Priesthood of UR, all religions of humankind have been designed or manipulated to reinforce human slave mentality.

They are taught to obey and not question the Gods. They are taught to sacrifice their labors and their lives to the Gods. They are taught that the Gods are perfectly superior to humans and that they must always submit in action, thought and feeling to the desires of the Gods, whatever those desires might be.

Thus the creation of religion for humanity has served the Vampire family quite well. In the earliest times, humans would directly and physically serve the Vampire with all the joy of any true worshipper of a God. Fear of punishment or death was seldom required as the human would willingly seek to obey the Vampire Gods not out of duty but out of ecstatic pleasure.

For the humans openly knew in those times that there was always the possibility of rising up with the Gods and becoming Vampire themselves. This direct contact on a daily basis with the Undead continued for many thousands of years before the time of the Renegades destroyed this ancient but Golden Age of Rule.

The Renegades, Some of Whom remain to this day, were generally younger Undead Who had not long before joined the ranks of Those Who Have Risen. Identified strongly with Their human origins, these younger Gods rebelled against the realities of human mortals serving the Undead.

They felt too much compassion for those who must serve as food for the Gods. They had not taken fully the essence of true predation but remained, on some unconscious levels, controlled by Their previous religious programming. In short, They had not yet outgrown the slave mentality of the humans from which They came.

Thus came the first Great Wars.

Here the Sons of the Gods gathered humans to attack those Undead yet with physical bodies and to ravage the ancient temples and shrines where sacrifice had been the Law for hundreds of centuries. Outposts beyond the Great Dark were cut off, the Gates of Power destroyed by ignorant human barbarians. Human blood flowed in rivers and isolated communities of humans, devoid of their Undead leadership, waited in numb confusion for direction.

It was during these early destructions that the first Harvests came to pass. The religions of the humans caused them to increasingly seek any sign of the return of the Gods and to release waves of Lifeforce in the emotion of desire. Multitudes would gather on hilltops at the sighting of an aerial battle and become overwhelmed with longing and desire for the great Gods to descend and rule them again. The Vampire Gods, feeling this intense flow of energy, would pause from the conflict and often descend, wrapped in shimmering incandescence, to drink deeply of the flood of human Lifeforce.

Commonly the humans would be drained past their survival needs and drop to the earth as desiccated husks. Thousands would give up their lives in moments and the Undead experienced more than nurturance but were uplifted, evolved, transformed.

The evolutionary effects of this orgy of feeding, which came to be known as the Harvest, brought to the Undead the powers of magic, and broke their last bonds to gross material limitations.

The Inner Mystery of the Transcendence of the Dream became a reality and the great Vampire family discovered the existence of the Dream Sharing of the astral universes.

Thus a new purpose was placed to the civilizing of humanity. Before, the intention was to ensure the survival of the Vampire food stock through the domestication of the human.

Now the Great Purpose of Dream Transcendence created the goal of civilizing humans to cause an exponential increase of the food supply. Thus the Undead Gods struggled to draw up the human population from thousands to millions to billions.

Then as the population would increase, Harvests would come.

Now under conscious intention, the small Harvests would attract religious enthusiasm with hundreds and thousands to witness the coming of the Gods. These small Harvests would offer controlled release of highly concentrated Lifeforce for the Undead to channel for greater magical purposes, such as opening a new Gate of Power to another world.

Yet, the small Harvests were engineered to cause a subsequent burst of breeding activity by the humans so that the population of the world would grow to the limits of human technology to support it.

Finally, in just the last few centuries, the Vampire-inspired industrial revolution opened the door to the tremendous expansion of the human herd so that today billions of humans eat and live on this single planet.

And so we are now approaching the Final Harvest. Like the Great Harvests of the ancient Great Wars, the human stock shall be drained in a carnage of energy release unlike anything seen before. The overabundance of humans has reached its peak and the Ancient Ones prepare for a massive culling. The signs of approaching apocalypse have been outlined long before and are upon us.

And what shall the New World hold for those of us who have embraced the Path of Night and cast out lot with the Undead Rulers?

We who are members of the Temple shall see a transformation of the consciousness of the Vampire so that the mastery of magic will be complete and enlightenment in the Dream a common birthright.

The human shall, from his undeveloped stage, continue to serve as slave and food, but the Great Gates of Power shall be flung open to the farthest reaches of all possible universes and the Vampire shall be no longer restricted to the limitations We have tolerated through the millennia.

The Final Harvest is close upon us. The cities shall be swept up with the agony of billions who, in dying, will pass forth their life energies to a greater cause. The Great Undead Gods shall return to Their visible Thrones of Power in the world of men, and men shall again openly know their Rulers and their place of servitude in the order of things. Man shall be content to serve and the Vampire shall, without restriction of matter, rule both the material and astral.

Therefore it is well for those of us who wear the Winged Skull of UR to align our thinking with the coming Apocalypse. We need to embrace the predator's attitude of power and increasingly cut off any sympathy for the soon-to-be-dead billions who are and shall remain mortal.

We must, each one of us, serve that we may Rise to be served. To drink that we may be filled. To share our Lifeforce that we may be found and remain worthy of Those Who are the only True Gods of this world.

The time grows short! Work while there is yet time! This is the ultimate purpose of our Temple! Stand tall and seize your future. Let the true slaves of this earth serve or die. Europe and Asia are in turmoil. What follows is the breaking of the Seventh Seal.

bnU cEv kU can A!

Hail Tiamat!



Thus concludes
The Vampire Bible



The Vampire Predator Bible

Within lies fact and fancy,
truth and metaphor.
Discriminate
with care.

Contents

Sealing The Astral

Extending The Astral

Seizing The Astral

The Use of Reason In Vampirism

The Vampiric Will



Sealing The Astral

The electric fire of the Lifeforce is taken by the Inward Breath but then must be stored and not wasted. The human body is similar to an electrical battery and just as with a battery, the cells can leak away the charge over time. So, too, can the battery be suddenly drained, shorted out. What is important to understand is that there is a direct relationship between the physical, mental and emotional state and the energy capacity of the body from moment to moment.

Through the centuries of human civilization different elements of the techniques of Vampirism have been passed to mortal candidates to suit the purposes of Those Who Have Risen. In the last century Webster Edgerly was one such human who became fascinated with the fact that so many of the world's leaders in politics, literature, theater possessed such an abundance of vitality. He, as have others, discovered "the secret of their greatness." Yet what Edgerly uncovered was only half of the essence of Vampirism. He discovered that an ordinary human able to conserve the Lifeforce of his own body will build up reserves of power that will produce a wide range of beneficial effects.

He wrote, "Without instruction of any kind, the habits of living, and habits of using the powers, will result in the appearance of this gift. We have talked with many such men and women. Some of them have been known to us through a course of years. We have made a very large collection of little histories covering such cases, so that we have been able to get at the basic facts that underlie the acquisition of this power."

With permission, he published these deductions in 1873 and suddenly found himself drawing the attention of some of the most famous men and women of his time to include William Gladstone, the prime minister of Great Britain, Edwin Booth, titled the "Prince of Players" and one of history's finest actors, Alexander Melville Bell, speech expert and father of the inventor of the telephone, Henry Ward Beecher, famous orator and minister, and Ralph Waldo Emerson, to name just a few. As you may surmise, he was being used by the Temple but, please remember, "It is better to be used than to be useless."

Others in different times and other climes have been shown elements of the techniques of Vampirism. Some rare few humans have independently deduced much of these secrets and then been hurriedly ushered into the presence of the Undead to ensure cooperation while others, less pliable, abruptly vanished from the face of the earth forever. These impure traces of Vampiric truth can be found in twisted form within certain yogas of India (though ignored by the great systemist Patanjali), the tantra traditions, the Taoist magical practices, and within the movements of many dance forms from Malaysia and Polynesia to the shaman's prancing gyrations. In modern times the flow of deductions has avalanched with such names as Reich, Nordstrom, Sheldrake, and Einstein coming to mind. Others have voiced their knowledge more openly as when Napoleon stated when first seeing a voltaic battery, "Behold the image of life: The spinal column is the pile, and it is between the positive and negative poles."

Conserving the gathered Lifeforce is vital to personal accumulation not only for personal development at the mortal level, but also as the means to have an attractive offering for the Elder Gods.

Edgerly was remarkable in that his focus was almost entirely on preserving the pool of Lifeforce naturally developed and avoiding needless waste. As he wrote, "If all losses from leakage could be stopped, nothing more would be required. The training and study could cease right at this point." Not true from a Vampiric standpoint but suitable enough a truth for a human!

How then shall the Living Vampire reduce and remove the loss of the Lifeforce he gathers?

First is emotion.

In particular the emotions which involve worry, depression and pessimism are those which quickly drain off the Lifeforce. To indulge in melancholy is a lazy though popular habit among humans. The counter to this is to relax and abandon futures which may never come by focusing upon the present and eternal moment. Action taken to deal with legitimate concerns is also a successful counter to the emotions that drain life. Also unpopular, taking action requires analysis of the troubling problem, planning of the solution and then the courage to take the action required to end the problem.

All of these techniques are aided by means of inculcating true willpower, the development of the will, which is a future aspect of the Outer Teaching called The Deidentification Process. Some of the exercises of this teaching will lead to this development of will.

But, in essence, worry will spill the cup of life before either you or the Ancient Ones may drink of it. Cut it out of your life now!

Second is lack of nervous control. This is revealed by wasted, automatic motions such as the tapping of fingers, the wiggling of toes, and endless, purposeless motion of the tongue. The fidgeting of the irritable, nervous, restless human is draining out the Lifeforce and utterly preventing its accumulation.

Just as it is necessary to seize control of useless, draining emotions it is also vital to acquire self-control over nervous, restlessness of the body. Whether you are moving fingers or buttocks, tapping, squirming or rocking, rubbing your chin or twiddling your thumbs - Stop! Simply stop. At this moment. And the next. And the next. In such a manner are new habits formed.

Nervous control extends to more than merely fidgeting, however. Rapid speech, talking too fast or too much, also will drain off the energy stores. Begin now to slow your speech deliberately. Make every word count. Do not be anxious to fill in the empty space of silence when with another person. Breathe and relax. Speak with intention and control. Consider the examples of Winston Churchill, Franklin Roosevelt, Douglas MacArthur, and if you had the pleasure to hear him, Disraeli.

When you speak slowly and clearly, you are permitting your breathing to support your words and you are also going to find that others will be affected far more by what you say. The liar, the sneak thief, the coward will feel the pressures of his fears and speak rapidly and breathlessly. Thus, on unconscious levels, all humans sense that the rapid speaker is untrustworthy and probably hiding something.

The calm speaker is associated with self-assurance, confidence and honesty. Thus when you speak more slowly, humans will trust you and believe you.

This is also the beginning of sorcery.

In addition, the attitude of expressing chronic irritability bleeds away the Lifeforce. Going through your day with "a chip on your shoulder" is nothing more or less that carrying a set of self-defeating beliefs with you. It is repeating to yourself, "Everything always goes wrong for me" or "I just can't win", for example. This is the equivalent of a self-curse. The so-called humorous statements of "Murphy's Law" only cause an exacerbation of this weakness.

While it is true that mortal man is doomed to die, and die again the second death, even such as these can enjoy the moment of life spread before them and cast aside the momentary obstacle to that enjoyment. Eat, drink and be merry for tomorrow you Will die is an improvement over the old quote. Humor lends perspective to each moment of life that might otherwise drain away the Lifeforce.

Finally, haste makes waste. No more hurrying, rushing, or wild running to "catch up". First of all, most humans simply are too lazy to plan ahead to be ready in advance for various events in their lives. They do not stop and consider preparation time, travel time, and fail to allow for random factors which can cause additional delays. Thus they are consistently rushing and consistently late.

Slow Down And Plan Ahead.

You have chosen to enter into the hope of immortal life. Let the concept of eternity alter your viewpoint. Again, turn to the uncorrupted predators of the animal world for direction. The cat, whether domestic house cat or African Savannah lion, moves with dignity and grace. Without reason to act, he rests. With purpose to move, he moves efficiently, smoothly, and with economy of motion. If it is the moment to leap, to run to pounce, his movement is swift and directed to the purpose of killing.

You do not see such a magnificent beast chewing gum, bobbing its head, wiggling nervously with no reason to do so. A lion will not worry but act! Even in captivity where the unnatural environment causes the creature to pace his confined quarters, watch him move smoothly, turning at the end of his walk with an elegance of motion that is a thing of beauty in itself.

And where do we see nervous, neurotic movements but in the domesticated animals penned and broken. The slovenly, crude stumbling of cattle, the frenetic whirlwinds of purposeless energy from small, inbred pet dogs, the racing quick actions of the tiny mouse scurrying to his hole - these are the signs of creatures lacking self-worth and inner control. These are the prey.

You wish to be a Predator. Therefore, begin now to think, feel and move as a predator moves. All herd humans respect and are programmed to obey the predator human. You have numerous contemporary figures to observe to verify these truths. Does the church leader, national leader, or armed forces general speak rapidly or slowly? Does the drug dealer, supermarket cashier, or rush hour (!) commuter evidence calm reserve or nervous irritability?

Which group is obeyed? Which group is powerless? Which group do you belong to?

Here, now, is an exercise to establish iron will, to feel the flow and dissemination of the Lifeforce through your body and to seal the astral from losing life essence.

Dead Stillness

Sitting Still

With your back unsupported, sit erect, shoulders back, pelvis tipped forward, head balanced directly above the spinal column gaze directly ahead at some object, preferably the second hand of a clock. Do not move. Become like a statue. Be as solid as a rock and, like a rock, be totally motionless. Every muscle, every part of your body shall be still. Begin with ten seconds the first day and then add 10 seconds each and every day until you are still for 90 seconds.

Standing Still

Stand erect but do not lock your knees. Place your arms curved before you as if you were carrying a barrel with your palms toward your chest at the level of your solar plexus. The hands must not touch each other but remain a fraction of an inch apart. Begin, as with Sitting Still, with ten seconds and build daily to 90 seconds.

As you perform the exercises of Dead Stillness each day you will discover that it will lead quickly to a sense of perfect calm and self-control. Then, when you are in a situation which arouses irritability within you, hold still! The effect of your training will immediately replace the upset with calm. Also while performing these exercises notice the surge of energy flowing through the body as the Lifeforce penetrates deeply. Soon you will feel this new power growing within you.

Also it is common for the breathing to slow and seemingly stop as you perfect this power stance. Further, in a darkened place you can see the glow and energy sparks of the Lifeforce between your fingertips and eventually producing a bluish glow over all exposed skin surfaces.

The essence of all these new habits and these two powerful exercises is that your mind should always be calm. Nothing henceforth will disturb, irritate, or overly excite you. There will be no wasted motion on any level in your experience. All will lead to a perfectly calm body and mind charged within by tremendous energy to be offered up in magical ritual as a perfect sacrifice to the Undead Gods.

Choose now, this very moment, to be in control, and you are.

We will be watching.



Extending The Astral

Vampirism, the taking of the Lifeforce, can be achieved by touch, by sight, by contagion, and by mind alone. Let us now explore Vampirism by sight.

The reality of the Vampire draining off human vitality with no more than a penetrating glance is known on deep levels as real by all humans. This is the source of the worldwide and cross-cultural fear of "the Evil Eye" or Mal'occhio. "The eye is the window of the soul" and by means of the Vampiric technique we shall now explore, you will learn how the soul can be drawn out through that window and absorbed as energy for life.

The Shurpu Kishpu states: "The Blood is the Life." (It is also interesting to note the reflection of this ancient quote in the Judeo-Christian Bible in the Book of Deuteronomy 12:23 "...for the blood is the life..."). The "Blood" is, of course, the astral body. In essence, you are your astral body which inhabits and enlivens the physical body. Physical death is nothing more or less than the permanent withdrawal of the astral from the physical, at which point the physical rapidly decays into lesser elements and compounds.

When using touch-Vampirism, the technique of drawing out the Lifeforce by physical touch, it must be remembered that it is not the physical touch which matters. Rather, the act of making physical contact with a victim also entails the Vampire's astral body penetrating the victim's astral body.

As you may recall, the astral body tends to be somewhat larger than the physical (depending upon a variety of factors not pertinent to this discussion) and when you physically contact a victim then there is an overlap of the two astral bodies through which the Lifeforce can flow. There are higher Mysteries concerning the variety of refinements and augmentations available for this and each category of Vampirism, however these are withheld for the Priesthood alone.

The Vampirism of sight requires a shift in your understanding of reality. Your astral body acts and moves and shapes itself in accord with your will and your limiting beliefs. This particular discussion shall open the door to a wider world in which the possibility of moving crude physical matter by intention alone as well as the classic Vampiric power of shapeshifting will increasingly become a truth for you. Quite frankly, each step along the path to achieving the Vampiric Condition is a step into greater truths concerning reality and, from the perspective of the candidate, a transformation of reality itself.

To take the Lifeforce requires a penetration of the victim's astral by the Vampire's astral. There must be contact, penetration, merger, union. In other words, there must be no space between the two.

The greatest barrier to permitting the Vampire to extend his astral to connect with the victim is the barrier of the Vampire's belief in space. In truth, space is a nonexistent illusion. When the illusion of space is banished in the belief system of the Vampire, even temporarily, then otherwise "impossible" events become commonplace. Knowledge of events transpiring at a distance (clairvoyance) becomes understandable if there is no space

separating the perceiver from the perceived. All normal physical movement of matter requires physical contact.

When you grasp a wineglass by its stem there is the possibility of your moving it because there is no space between your fingers and the glass stem. Once the contact is made and you know it, then it is possible to exert effort to move that glass. Once space is banished betwixt yourself and a place of interest, then it is possible to gain knowledge of what is transpiring there.

The key, however, is dependent upon altering the belief system long enough to encompass a new relationship to exist between the Vampire and the distant place, the wineglass or the victim. This relationship is one that excludes a belief in the reality of space.

The primal senses of touch, smell and taste bring us into direct contact with the object of our interest. Between the wineglass stem and your grasping fingers there is no gap, no space. Only sight and hearing deceive us into believing that there lies a vacuum betwixt what we perceive and our organ of perception.

Yet there is another way to hold this perception. In the human languages "sight" implies always the concept of the seer and the seen. We commonly hear someone say "I see the object" which on deeper, unconscious levels actually means "I, over here, see the object, over there, through the space of the air between us."

Consider instead the facts of sight as they are, apart from these distorting, self-hypnotizing word-descriptions. Light given off or reflected from the surface of some object enters the eye, passing through the lens, touching the retina. In other words, what you see is light and the light is

touching your eye. Remember that anything which is touching lacks space. Therefore, there is no space between you and anything you see!

As you gaze upon this page you retain the illusion that there is space between you and the page you are seeing. There is not! You are not actually seeing this page, anyway. First you are only seeing the light rejected by this page! This is true of all that you see. You do not directly see the world as it is, but you see only what the world rejects! (In fact the world is quite different from the way it appears).

Returning to this page, however, you only can see it because the light which carries the image is touching your eyes. If you close your eyes for a moment, this touch is interrupted and you see nothing. Sight is the action of touching light and the organ of this action is your eye.

Begin to think of seeing in this active, rather than passive manner. Cease just noticing your vision of the world around you and begin to practice constant awareness of how you are touching the world you see with your eyes.

As you develop this different perspective, you will begin to notice how you feel connected to whatever you see. A tactile form of seeing will begin to grow in your experience. You will increasingly feel the space around you as you can feel your clothing on your body. And, in fact, the illusory nature of space will become increasingly understood by you as an experience.

Vampirism by sight relies upon your first developing this shift in your perception of your visual world. Once you get the feel for it, it is then increasingly simple to visually touch a victim. In spatial terms, you have learned how to

extend a filament or tentacle of your astral to reach out and contact the victim.

To you it requires the shift to spaceless-sight. To the victim it is all the same.

With such contact there is simultaneous penetration. The action of drawing in requires the same manipulation of the breath, while breaking contact is achieved by so simple a move as breaking your gaze.

For the Vampire using Vampirism by sight, the range of the hunt becomes no more or less than the scan of his vision. What he sees he can touch for seeing is touching. In all of this, distance is purely illusory. The limit of beliefs causes the unconscious actions of the astral to be restrained or released and it is as easy to drain Lifeforce from a human sighted through a telescope a mile away as it is to take from one held tightly in one's arms.

Dead Stillness

(Augmented)

When practicing both Sitting Still and Standing Still now also remove the illusion of space from the object you gaze upon. Feel the object and remember that you are touching that object.

The Eye Of The Dragon

Experiment also with the exercise of covering one eye and removing space from an object or scene before you. This is an important exercise.

We will be watching.



30. The Temptation of St. Anthony. After a design by Lucas Cranach the Elder, 1506.

Seizing the Astral

We have explored Vampirism by Touch and by Sight in earlier works. Now let us turn our attention to Vampirism by Sympathetic Contact.

As you may remember, Vampirism relies upon astral contact such that the Lifeforce may be drawn from the victim into the Vampire. In Touch Vampirism the physical contact ensures astral contact since when two physical bodies touch their somewhat larger astral forms are already interpenetrating. In Sight Vampirism the Vampire extends a filament of his astral body out to the victim, along which the Lifeforce is drawn.

Sympathetic Vampirism relies upon the continuous web of astral contact binding all physical entities. At all times and in all places the astral body is "sticking" to the objects you contact. When you touch this page, a filament of your astral continues to connect you after your physical hand is withdrawn. Time does little to disturb these connections. When you consider how many items you touch in a single day, and how there are subtle lines of energy connecting you to each of them, you can begin to see how you are surrounded by a web of astral threads. This web of life has been known by many names over the long histories of humankind. "The Web of Wyrd" was an ancient Celtic name; so too was "The Akasha" as it was described in the ancient East Indian Vedas. The many metaphors for the spinning of the web of fate were also drawn from this astral reality.

The more contacts with any one object, the more astral thread connections that will result. The more connections

present, the stronger the astral connection. Hence, those items handled and worn by the human on a daily basis have the strongest connections while single casual contacts are the weakest. Favored jewelry worn often and for many years, such as wedding rings, wristwatches, eyeglasses, etc., have powerful astral connections to the wearer. Stronger still are those physical elements of the body itself, such as nail parings, hair, sweat, blood, etc., since these are interconnected from within the astral body and are saturated with astral connections. Less powerful bodily excretions are physical substances only processed through the body such as vomitus and urine, since only a few hours before, these were exterior to the body as food or water. Usually those items which pass through the digestive tract, which is, after all, only a tube through the body, have fewer connections than substances which pass out through the skin.

To utilize Sympathetic Vampirism, the Vampire must make astral contact with the item of sympathy. This can be easily accomplished by merely touching or holding the item as, for example, in holding a scarf belonging to the victim. Having already mastered Touch Vampirism and Sight Vampirism, the Vampire will usually quickly discover that there is that same "tingling" feeling that occurs when a victim is at hand. This is the stage of penetration. Finally, the same Inward Breath is taken to draw the Lifeforce from the victim along the astral threads, through the item of sympathy and into the Vampire's astral body. Breaking contact is clear cut in that the Vampire need only physically release the item in question by, say, dropping the scarf. The act of letting go of the physical item is a very clear unconscious signal for the breaking of astral contact so that the Lifeforce does not flow back again to the human.

Distance is irrelevant. As the Vampire should have learned in developing Sight Vampirism, space is very much an illusion from the astral perspective. It is only from the more common human perspective that we speak of astral threads forming a web through space. In actuality, on the astral the connections are totally compressed as if one were taking a spider's web and then squeezing it into a small, dimensionless ball. Thus, there is no delay in the reception of the Lifeforce whether the victim is in the next room or on the other side of the planet. Any such delays in reception of the Lifeforce are simply an indication that the Vampire has not yet made the connection astrally.

In Sympathetic Vampirism we can see the multitude of magical formulas used throughout all the centuries and in every culture to this day. The Voodun practitioner will gleefully seize the nail parings of his intended victim with the same intentions as the Siberian shaman. The ancient human magical practice of physical blood sacrificial magic rose from this same concept. Physical blood is extremely well connected to the astral body and thus an excellent vehicle for drawing the Lifeforce or directing astral thoughtforms back to the victim.

Thus the human magician commonly turns to blood as a means for overcoming his lack of development in magical practice. In other words, the Vampire understands exactly what he is doing and how he is doing it. By the regular, usually daily practice of Vampirism, the Vampire becomes increasingly capable of working with the most subtle and tenuous astral connections to take the Lifeforce from his victims. Consequently, he does not need intensely powerful connective agents, such as blood, to accomplish his ends. The human magician, working blindly from within a maze of superstitious beliefs and taboos, must rely

upon the most powerful means to hopefully achieve his ends.

The human often uses a sledgehammer when a gentle touch from his finger should have sufficed.

Here, again, we must repeat our warning:

Under no circumstance does the Temple advocate the taking of life in the performance of Vampirism or in any of Our Sacred Rites. Any such action/s will result in permanent and irrevocable expulsion from the Temple and the reporting of any said act/s to the appropriate law enforcement authorities.

Killing is not only unnecessary, but would, at this time, be in opposition to the intentions of the Undead Gods Whom we serve. Do not incur the Wrath of the Undead! The Apocalypse comes when all will be cleansed!

Commonly in the human performance of magic, we see the same elements of Vampirism but lacking true insight or sophistication. The human magician will take the nail parings and bind them into a wax figure hoping that somehow the figure is linked magically to the victim. Then as the magician drives pins into the figure, he expects the victim to be identically harmed! He does not understand that the astral connection between those nail parings and his victim permit astral communication only! He does not understand that, if he knew the secret, he could draw Lifeforce away from his victim even unto death! He does not understand that if he only knew the mechanics, he could also project astral effects as well, such as obsessive emotions or intentions.

These techniques and secrets are held as Mysteries for the Inner Temple, but the astute Vampire should already begin to understand the fundamental principles involved.

True magic is a science, not an art. When the Vampire understands the principles and has the proper tools and training, then results follow with the same exactitude expected in any other applied technology. The "magic" of the humans reveals itself to be no more than a poor and dim reflection of the actions of the Undead Gods when They openly acted and ruled human society. Today we see only the pitiful remnants of the humans' folktales concerning our kind. Today we find among the humans' "magicians" only the self-deluded and the charlatans.

The key that unlocks the technique of Sympathetic Vampirism is to recognize that time, like space, is an illusion. The object of contact was at one time directly touching the victim. If the Vampire can banish the illusion of time, even for a moment, then there is no separation between the victim and the Vampire. Banishing the illusion of time is actually quite easy since time is **added** to our conception of experience by the mind alone. Unlike the illusion of space which is more easily experienced through the senses of vision and hearing, time is not experienced. It is inferred.

We create the idea of time or duration through mental comparison. For example take the scarf once held by a victim. We have the mental conception of the scarf being held by the victim. This mental conception might be a mental picture or only some words such as, "He once was holding this scarf".

However, in our direct experience of sensory perception, we see only the scarf. Time results as an explanation to describe the difference between our mental conception and our actual experience. Time always requires at least one mental conception to be compared to either a true sensory perception or some other mental conception.

The truth is however that these mental conceptions we call memory or history always occur in the timeless present. The "past" only takes place in the "present". When the Vampire holds the victim's scarf, he is holding it **now**. When he thinks of a memory of the victim previously holding the scarf, he thinks of that memory **now**. Everything you have ever experienced in the "past" you experienced in the timeless present. Everything you will ever experience in the "future" will also be in the timeless present.

There is no time. There is only the timeless present in which we compare mental and physical experiences. Time is only the label we give to this immediate comparison. Time is a mental comparison. Time is only an idea.

Interestingly, this understanding of the illusion of what we call "time" is one of several gateways to Immortality. Mortals who believe death to be their destruction, fear death. Yet there can never be a time in which any conscious entity can experience death! You are always in the timeless present moment and if you somehow could cease to exist, there would be no experience of that fact! No one would be there to know about it.

Because you are, you can never cease to be.

This is not merely a clever use of words. This is a revelation of deep and truthful impact and is the outer form

of an Inner Mystery of the Priesthood. For one who can grasp in full this truth, there is immortality already!

Dead Stillness

(Second Augmentation)

Whenever practicing Sitting Still or Standing Still, drop the illusion of time. Stop comparing the timeless present moment to any other. Simply "be" in the present moment of eternity.

The accomplishment of this exercise requires that you stop doing something mentally. Let there be no illusion regarding the fact that the inference of time requires an active mental effort to achieve. The sitting meditations of Ch'an (Zen), the Theravedic Buddhist mindfulness meditations, and the vows of ascetic magicians from time immemorial were greatly concerned with enabling the practitioner to drop the mental habit of assuming that there is a flow of time, that there is a yesterday or a tomorrow.

Recognize how it requires thought to create the illusion of time. Note how you must compare the current experience of the senses with memories or expectations in order to have a "sense" of time but that when you cease this comparison you enter a timeless, comforting, and serene condition. The calm you feel comes from no longer furiously generating time.

Explore this carefully and recognize the power of connection outside of the illusory bounds of time.

The Eye Of The Dragon

(Augmented)

Close one eye when handling an object for this exercise. Remove space and feel the astral web of connections which brings the Lifeforce of the victim into your body.

Again, the removal of space is a recognition that space is a concept you create, usually on a preconscious level. Closing one eye helps to reduce the perception of depth, tending to "flatten out" the visual picture. As you gaze upon the target object **feel** how the light **from** that object is touching your eye. Remember that when two things touch there is no space between them.

There is a definite sense of "clicking in" to this awareness which removes space. This is the object of all Vedic yogas in which the practitioner seeks to "feel the oneness" betwixt himself and any object of meditation. Then come powers over that object due to extended identification called, in Sanskrit, **Samadhi**. Practice and perfect this practice!

We will be watching.



The Use of Reason in Vampirism

"I exalt my rational mind
and hold no belief that is in defiance of reason."
- The Vampire Creed

"I think, therefore I am DANGEROUS!"
- on a button at a Vampire Conclave

It all begins with reason.

Most people, the herd of humanity, usually try very hard not to think. They avoid this unpleasant task whenever possible. They choose jobs that require little or no creativity and diligently struggle to make a routine out of their everyday tasks as quickly as possible to spare themselves the discomfort of active thought. When they go home, they flip on the television set so they can passively watch the local and international gossip called the "news." Upon occasion, they will go out on the town by sitting numbly in front of an even larger screen at the cinema. Of course alcohol and other drugs are heavily relied upon to blank out the mind with more direct, chemical control.

So the average human goes through his life attempting to shield himself from those situations that might require the mental effort of independent thought. Entire multi-million dollar industries exist solely to distract and occupy his mind by means of "entertainment" and drugs.

Why is this so? Why does the average human so diligently avoid the use of his mind?

One whining politician after another rises regularly to demand to know why modern education is such a failure, why our schools graduate illiterate idiots who can neither balance a checkbook nor complete a simple job application. Yet in case after case, when teachers within the school system strive to instruct students in critical thinking and applied logic, these rebels are quickly thrown out of their teaching positions into the street! What is it that is so dangerous about encouraging the individual to think?

Why are we being drowned in wave after wave of attempts to fill our minds with garbage? Be certain about this fact. There IS a vested interest by Those Who would have the masses kept stupid, drugged, and "entertained." Unlike the mob of Rome, who were kept from idleness due to fear of what they might do to the ruling class otherwise, today's mob is kept unthinking not out of fear but as part of the enslavement process. The masses are passively entertained, a situation for which they pay dearly. The payment is not merely made in dollars lost to the entertainment industry, but in lost lives that were never lived. The hours of mindless avoidance of thought stretch into days, weeks, months, years, until finally the youthful person with bright dreams is left wrecked on the dark shores of a wasted life, "illuminated" by a cathode ray tube.

In today's world you have only one clear choice: to think or not to think; to control or to be controlled.

The Vampire is one who thinks and controls. The Vampire knows that drugs are for slaves, whether the drug in question is superstitious religion, spectator sports, the entertainment industry, or the more usual chemical drugs. The Vampire recognizes the necessity for the masses to be and remain drugged.

While he would never soil his own hands with this curse, the Vampire understands why the masses are being held in check by mind-numbing drugs. The ruled might otherwise rebel and upset the natural order of things. Controlling power depends, to a large extent, upon the masses of humans being and remaining enslaved through their own ignorance.

Thinking is an act of choice, a volitional act. It requires effort to think and thinking skills are only improved with practice. There are three hurdles to be overcome before being able to choose to think in any given situation. The first hurdle is simply that thinking IS difficult. It uses energy. In any given situation it is always easier for the individual to say, "Oh, that's too hard to think about right now." Or, "I'm too tired even to begin to think about this."

The problem, of course, is how easily the habit of continuing to put off the choice to think becomes established. Procrastination becomes the rule, and not merely temporary procrastination but *permanent* procrastination. The tragedy for the individual tripped up by this first hurdle is that it is usually a lifelong habit by the age of eight and is fully supported by a society of slaves who all agree that thinking is a boring, arduous, and usually futile waste of time. They are told in television soap operas and news documentaries, by their school teachers and in the comic strips that reason is impotent in a world that exists beyond their comprehension. They are told to give up and get along as best they can, accepting whatever little scraps of pleasure are passed out for their consumption by the mass media that rules their every thought.

Yet for those who refuse the addiction of the many drugs of society there is a curious reward.

By not passively flowing with the entertainment industry and by not entering the chemical anesthesia of recreational pharmaceuticals, the Vampire discovers he now has both the time and energy to choose to think. Instead of six hours of flickering trivia on the television, the new Vampire can take the time to think about such questions as, "What is important to me in life?", "Am I doing what I enjoy doing?", and "How can I improve my way of life?". The new Vampire can contemplate other issues of no small importance such as, "What, if anything, do I really owe to humans in terms of my time and money?", "Does it make sense for me to stay where I am?", "How much longer do I want to continue if things don't change and how can I make them change?".

Thus the Vampire, free of the addiction of societal drugs performs the most dangerous of all acts: he thinks.

The second major hurdle to the choice to think involves secondhand thinking. Most of the sheep who are humans never think about anything on their own. They believe what others say. The slaves attend their churches and are told, "Do not think. Believe!". Of course, what they are to believe is what they are being told. The common man believes what authority figures tell him. He listens to testimonials for deodorants from basketball players and accepts as truth anything enough of his friends agree to be true. If the Pope or the current Christian televangelist says it is so, it's so. Any fool who might be well-known or physically nearby is considered a reliable expert. When a terrorist seizes a hostage, the news media interviews the hostage's family. The emotionally traumatized wife will commonly stare into the glassy eye of the television camera and mouth the same inanities time and again, as the media pumps her for expertise she obviously cannot have. The

reasoning? If it is her husband who is in danger, she will somehow know something.

Being a victim makes the victim an expert in his own eyes as well as in the eyes of others, despite actual knowledge.

Implicit in this view is the single sentence that destroys the pride and self-esteem of all who utter it, even in jest. That hidden, usually unspoken question that declares that man's soul is dead and his character ruined is, "Who am I to know?". "Who am I to know?" puts others' observations above one's own. "Who am I to know?" is implicit in the acceptance of false authority or expertise. "Who am I to know?" murders the human soul.

The answer to this question is the clarion call of our religion. The answer to this confession of personal failure and mindless putrefaction is the shining anthem of the Vampiric Essence. The answer is, "You are the only one who *must* know!" To know is the purpose of reason. To know, *you* must know. Knowledge does not consist of learning conclusions but of rationally understanding all of the steps of logical reasoning that led to that conclusion. To be given a conclusion and told that this is "knowledge" is to be told to have faith. Faith is not knowledge. In fact, faith is the *opposite* of knowledge. Remember that faith is believing something to be true without any evidence to do so and often in defiance of the facts of reality. The Vampire questions everything. The Vampire doubts all. He holds doubt as the supreme test of knowledge and this is because doubt is necessary before knowledge can be attained.

The third major obstacle in the choice to think or not to think is emotion. We are not speaking here of just any emotion, however.

We are referring to that specifically uncomfortable emotion that can arise that will cause the person to stop thinking. I call this the "mind-brake."

Let's suppose that while reading these words something is written here which causes an uncomfortable feeling in the reader. Perhaps I am stating how those who consume hours of television every day are being consumed by an electronic drug and that this makes them docile slaves. Perhaps the reader will think something like, "I can understand what he is saying. What he has been writing until now makes sense. Yet, if I get the drift of where he is going, I may have to choose to give up some of my television or consider myself a slave. Oh! I don't like the sound of that. That makes me feel uncomfortable. Well, I'll just let it go and not think about it."

This mind-brake stops the thinking that was going on because the ideas become threatening. Most people never consciously recognize that they are applying the mind-brake and this alone explains why in so many cases people will not hear most of what was just told to them. College professors have an old saying, "Tell them what you will tell them. Tell them. Then tell them what you told them." With conscious entities such tactics are seldom necessary. With the drugged masses, however, who seldom think about anything, it is always necessary.

Recently I went to one of the larger furniture stores in my area and purchased for cash an expensive reclining armchair. The salesman was not rushed and carefully wrote up the order, took my money, handed me the receipt and then informed me of the date of delivery. Two days following the promised date of delivery the wrong chair was delivered. It was the wrong color, the wrong style, the

wrong shape. I returned to the store, confronted the salesman and discovered he had written down not only the wrong order number for the chair I purchased, but even wrote down the wrong description. When I asked him why, he explained, "Everyone makes mistakes."

That was a lie. First someone has to be present to make the mistake. I don't know who it was who wrote up the order for my chair, but it wasn't the salesman. He wasn't there at the time. He was somewhere else, drugged out of his mind, out of reason, out of simple awareness. Is this so different from your own experiences with most humans? Instead of results, they give excuses, lame excuses. The manager of the store explained the delay in my delivery by stating that there had been a holiday the week before. I asked him, "Was this national holiday an unexpected surprise for you? Hasn't this holiday occurred every year for the last two hundred years? Did you forget that the holiday would come again this year? Or did you schedule deliveries while you were sitting at home watching television on that holiday?"

Again, like the salesman, the manager wasn't there. He could give a crude excuse and, because the humans he would normally talk to used the same excuse, the excuse would "make sense" to them. Since the masses are also simply trying just to "get by" in this world and do as little conscious work requiring thought, reason and attention as possible, they understand such excuses.

They believe in such excuses. They live by such excuses. They also die due to the results of such excuses.

The Vampire, on the other hand, knows that to be present, to be in mental focus, to be aware of the facts of reality, and to use reason to identify and categorize those facts in a

logical fashion results in reward. The Vampire knows it is not only easier, it is *immensely* easier to do the job right the first time. "An ounce of planning is worth a pound of cure" could be carved above the gates of the Temple.

The Vampire knows that while it takes effort to choose to think, it is far more expensive not to pay that price in terms of human suffering and the value of the life he leads. The Vampire values doubt as the touchstone of reason. He is aware of what others say and then asks himself why he should accept those assertions. The Vampire demands rational proofs and rejects faith as a dead-end to a dead mind.

The Vampire has the courage and will to choose to think and consider ideas that may make him feel uncomfortable so as to learn the truth.

Truth is the knowledge of the facts of reality. The Vampire respects reason as the only valid guide to such knowledge.

What is reason? How can we use reason? Are there limits to the use of reason?

Not long ago I received a letter from a person who claimed he was a Vampire and asked me the following question. He wrote, "I can agree with your Temple's ideas about reason being important so we don't delude ourselves, but how can you claim that reason is the only way we can know things? Everybody knows that there are higher mystical insights into truth. Why do you ignore these?"

I ignore these "mystical insights" because they are not insights. They are delusions. "Everybody" does *not* know this. In fact, no one *can* know this.

Throughout human history there have always been mystics who proclaim that they have an exalted means to knowledge. God or another supernatural channel, they claim, hands to them direct insight into the facts of reality.

Unlike other, less worthy human beings, the mystics have asserted that they need not make the effort required to identify the facts of reality and categorize them according to the rigors of logic to discover the truth. No, these would-be "superior beings" claim that reason is only a mundane and rather cumbersome method compared to the divine power of "instant knowing" that the mystic claims to have achieved.

Here of course we see the real motivation behind the confused mumbling and loud raving of the mystics. They don't want to make the necessary effort that thinking requires. They want God or Jesus or meditation to hand them the results of the effort they are unwilling to make. They want the *Bible* or the *Koran* or LSD to give them the fully-digested essence of the truth. In short, they want a parental supernatural power to do their work for them.

Since there is no such power, their pursuit of a "higher" means to knowledge through mysticism is total delusion.

Reason is the non-contradictory identification of the facts of reality and is the only valid means for acquiring knowledge.There are several words here of vital importance in understanding this definition. The most important word to define is knowledge.

Mystics and their fellow travelers do not like words to be precisely defined. They live in a mushy universe. They do not accept the evidence of their senses that a thing is what it is, what Aristotle called the Law of Identity. No, the

mystics instead believe that anything can become anything else and that nothing is separate from anything.

They live in a murky universe in which identity is unreliable, ever-changing and an illusion. In short, they live in the world of the psychotic.

A psychotic does not distinguish between entities. To the psychotic, a wall may dissolve into an automobile and then a nurse and then a monster. A psychotic cannot trust the universe of his experience and has "learned" through his hallucinations that nothing remains certain and anything can be and act like anything else.

This is why we lock up psychotics in mental institutions. They cannot be trusted not to harm themselves or others since they no longer can distinguish between themselves and anything else. It is worse than the blindness which afflicts the physical eyes alone. It is far worse than deafness where the physical hearing is impaired. It is total distortion. It is this retreat from reality which leads to the world of the psychotic. Knowledge is the single element in the world that stands between the psychosis of blind mysticism and objective knowledge.

What is knowledge? Knowledge is experience validated by means of reason. Reason requires non-contradictory identification. Validation requires agreement among conscious entities.

In the Vampiric metaphysics everything is real. All experience, whether mental, emotional, or sensory (in the normal use of that word) is real. However, not all experience is objective. If I have a dream of being in New York City and I wake up and tell you about it, you do not have knowledge of my dream. Why?

What if I'm lying and I did not have a dream at all? Unless you can validate what I'm telling you, you do not have *knowledge* of my dream. You only know about my assertion.

Furthermore, my dream is not knowledge for me either. If only I experienced it, and I cannot have anyone else experience it to validate it, then it is not knowledge. It is a real experience I have had. Yet it is not knowledge. To know something is to validate it with other conscious entities.

Knowledge requires agreement, validation between conscious entities. Experience does not. Examine the vital importance of the difference between these two items! If you treat simple experience as knowledge, how do you know you are right? How do you know whether your experience is a distortion of reality, as when a person is trying to drive a car while drunk? How do you know if your experience isn't a complete hallucination, as with the psychotic locked in his padded cell? How do you know that your experience isn't being interpreted according to an error in your perception, as when a cardboard box first appears to be a dead animal on the road as you approach it while driving a car?

Knowledge requires not mere experience but validation that does not contradict the facts of reality. Non-contradiction is an implicit part of reason in that reason is the non-contradictory identification of the facts of reality.

What does "non-contradictory" mean? It simply means that we exist in a universe composed of experiences that can be identified. It means that a tree is a tree and not a playground nor a human being nor an asteroid.

Identification is necessary or there is no possibility for either reason or knowledge.

Notice that I did not say that experience was impossible without identity. However it is totally impossible to know *what* you are experiencing unless you *can* identify it! Perhaps I might be driving along at night and it's foggy and raining and I am having difficulty seeing where I am driving. Up ahead I perceive something bright. I can't make out its shape. I can see that it is a white light. Therefore, I have already identified a "white light lacking a definite shape." I am perceiving something that is identified.

Mystics commonly talk about the ineffability of their "higher knowledge." This simply means that they say their experience is something that cannot be put into words. They do not say that they hope someday to be able to describe this experience. No, they simply say it *can't* be described although they claim to know what it is.

To which the Vampire asks, "How?" How do you know that you have had an experience if you can't even begin to describe it?

At which point the mystic will commonly try to explain that some things simply can't be put into words. They will poetically compare their mystical insight to describing a rainbow to a blind man.

However we *can* describe a rainbow to a blind man. It's easy. All we need is to explain the idea of the physics of refracted sunlight. If the blind man does not understand what sunlight is, we need to go to a more fundamental level to describe the nature of radiation.

Eventually, if any communication is possible with our hypothetical blind man, we will find the necessary elements of his experience that will enable him to build up an understanding and therefore a knowledge of rainbows.

You see, the mystic does not mean that you can't explain what a rainbow is to a blind man. The mystic is trying to say that you can have knowledge of something only if you directly experience it! In other words, if you don't see the rainbow yourself, you cannot have knowledge of it.

To which the Vampire smiles and says, "Oh, really?"

For the mystic to be correct you would be unable to know about *anything* you haven't personally and directly experienced yourself. That would mean you couldn't know about Paris unless you went there. You couldn't know about death unless you had already died. Worse yet, you couldn't even know about *knowledge* itself unless you already knew about it!

Obviously this is ridiculous and demonstrates the intellectual bankruptcy of the mystical position.

Yes, there are remarkable and fascinating states of consciousness that can be achieved and are commonly employed by the Vampire. Yet altered states of consciousness are not effortless guides to knowledge. They can sometimes offer experience and information but these must always be tested against the touchstone of objective reality. These experiences must not contradict the facts of reality, must not defy reason.

In any situation where two facts are in contradiction, at least one of them must be wrong.

This is a fundamental premise that is derived from the nature of reality that is composed of experiences that can be identified. Experiences have characteristics that are identifiable. A tree grows. It doesn't fly, give birth to pigs or write books. Each experience at any given moment in time has certain identifiable characteristics that determine what is possible and what is impossible. The mystic wants to be freed from this universe of limitations. The mystic wants to be able to do anything with anything. The result of taking this psychotic view of this is only confusion built on delusion. The Vampire works to master the control of his world. He knows that delusion is the instrument of the master and the chain of the slave. The Vampire will impose delusion but not accept it.

Mystics have traditionally tried to attack these ideas by either attempting to prove that reason isn't reliable or that reality isn't objective. The first instance, in which reason is attacked, always relies *upon* reason to prove that reason isn't reasonable! Think about that. For example, the mystic might say, "Well, your mind cannot comprehend infinity and therefore there are at least some things that reason cannot understand." What he just said was that if you cannot personally experience the concept "infinity" (since an infinite entity is a contradiction in terms), then it is reasonable to assume that reason is defective! In other words, reason disproves reason!

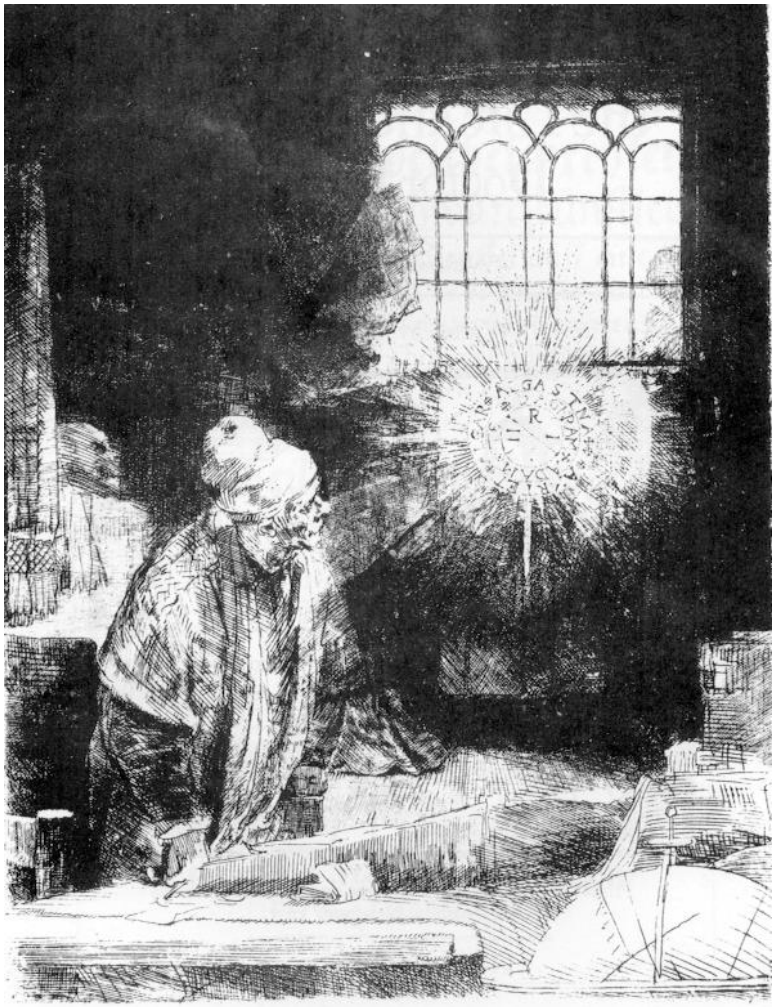
All concepts ultimately have their roots in the sensory universe. The concept of invisible x-rays derives from evidence of their presence on x-ray films that are perceived by the eye. Nonphysical abstractions, such as morality, are derived from observable actions of human beings. Every thought that we can know about has its origin somewhere in physical experience.

An important key to the use of reason is to recognize that there is a hierarchical structure to ideas. A word is not simply plucked out of thin air. A word's meaning is based upon and depends upon the steps by which it was abstracted from physical reality. Therefore it cannot make sense to attack an idea by using that idea or by any idea that derives its meaning from that idea. Psychologist Nathaniel Branden referred to this error in thinking as the "fallacy of the stolen concept." Take for example the abstraction "color." The chain to sensory reality goes from "sensation" to "light" to specific colors such as "red" or "yellow" or "green" to the wider abstraction "color." If you were going to attempt to prove that the color "red" didn't exist but you accepted that "color" existed, you would be guilty of using the fallacy of the stolen concept. You attempted to "steal" the higher idea "color" to disprove the existence of the underlying idea of "red." In another context, this would be similar to trying to prove that your parents never had sex! Since you are here, obviously your parents must have had sex from which act you are the resulting product.

Yet the mystics have attempted for thousands of years to disprove reason by means of reason. The Vampire sees through such subterfuge and realizes that reason is the only means to knowledge available to human beings. It is all or nothing. Either reason is reliable or it isn't. If it isn't fully trustworthy, then anything is possible and nothing can be learned. Clocks can give milk and your house can turn into a cow.

But there is no escape. Reason is reliable. Reality is reliable. What is, is. Upon this fundamental truth is built the basis for the technology of magic.

Stay Strong.



57. Dr. Johann Faust watching a magic disc in his study. Engraving by Rembrandt Harmensz van Rijn, 1652.

The Vampiric Will

To succeed at anything requires Will. To achieve any end, conquer any enemy, overcome any obstacle, reach any desired destination depends upon and cannot take place apart from the Will. Whether it is the desire for a cup of coffee or the glories of conquered empire, it all comes down to this one vital element: Will.

What is the Vampiric Will? How can it be discovered, created, strengthened? What can be accomplished by means of it? Why is it so important?

To begin, we must understand that amongst humans, the concept of Will and Willpower is ill-defined and blurry, describing ...something. Most people could recognize the power of Will in another. They could feel admiration for the willpower of the heroic soldier who faced impossible odds risking everything to defeat his enemies. They could recognize the exercise of Will in the inventor who would never give up until he had succeeded in solving the problem of the electric light bulb or powered flight. But, most of all, the dimly-conscious masses of humanity have been quick to define Willpower as something they do not possess themselves.

"I could quit smoking but I just don't have the willpower."

"I could lose weight but I just don't have the willpower."

"I could (fill in the blank) but I just don't have the willpower."

How do they know what it is they lack? What is this heroic quality called the Will? Why do so few demonstrate its presence and so many know they lack it?

Willpower is the ability to choose to do something despite the obstacles standing in your way.

Think of it in this way:

YOUR DESIRES -----> OBSTACLES -----> FULFILLMENT

First you have a desire. You desire some goal, some destination, some reward to be achieved. But lurking before you, between you and your desire, are obstacles, blocks, problems.

In problem-solving it is always useful to determine whether the problem is actually a problem or not, since sometimes our perception of the situation is in error. If you are in New York City and want to go to San Francisco, a raging flood along the Mississippi River might be an obstacle ...unless you are simply flying to San Francisco nonstop! However, let us suppose that you see that the obstacles are real, not errors in perception. Now what?

There are then only two other possibilities. You either deal with the obstacles and surmount them or you fail. Most humans fail. Most humans expect they will always fail. They give up the moment they even consider a goal because they seldom, if ever, have overcome or solved any major important problems in their lives. They hope that God or the government or Mommy or Daddy will rescue them and take care of getting them what they desire.

The Vampire acts differently. Once the goal has been determined, the Vampire works to identify the obstacles in the path. Then he beats them. He either uses solutions for similar problems he has solved in the past, or tackles the problems with new methods that may have worked for others or that he devises on his own.

Oh, I almost forgot to explain why most humans never even try to achieve their goals. The following clarification of our process of achieving goals will help make this clearer:

YOUR DESIRES -----> PAIN OR WORK -----> FULFILLMENT

The Vampire, because he understands and develops his Will, goes ahead through the requisite pain or effort to achieve his goals. The average human will not. Note that it is "will not" and not "cannot".

This pain can take many forms. It could be the pain of feeling lonely in order to achieve the goal of dumping an old friend who has become an irritation. It could be the pain of not enjoying a delicious food in order to achieve the goal of losing excess weight. It might be the pain of having to put up with stress instead of smoking a cigarette in order to achieve the goal of quitting smoking.

In every goal desired there is some price to be paid to achieve it.

Just recently I had the pleasure of having a conversation with a psychologist friend of mine. He was discussing some of his patients' problems with me to gain an understanding of the Vampiric perspective.

At one point he commented upon the extreme problems of patients he had who were the "adult children of alcoholics". He sympathized with their "enormous burden" and explained how their inability to cope with emotions and some of the simplest social situations made therapy so difficult.

I told him that the Vampiric view was simply that there was no such thing as "an adult child of an alcoholic". I explained to him how most humans actually enjoy being victims and that this label, apart from being ridiculous (was the patient an adult or a child?) was totally self-defeating. The patient has identified with the "problem". Further, the problem was unchangeable by definition. After all, if the patient's parent had been an alcoholic, that was that!

I further explained how the Vampire builds his Will by first recognizing the truth about any situation. The first truth is that you are not your problems. His patients were clinging to the idea that they were their problems.

"The problem is," I said, "that there is no possibility for that person to ever decide to act in a different way. He is a victim by definition and victims must, by nature, always be victimized."

My friend attempted to argue with me by suggesting that it was all a matter of early emotional conditioning.

"You can't believe how painful it can be for people like that to have to hide their feelings, to never know how someone more powerful than they are will act from one moment to the next. They learn to not trust people nor expect them to ever tell the truth."

"So now they are well-trained to understand the realities of life," I replied.

"Most people do have to hide their feelings, and do not know how others will behave and soon recognize that most people do lie to them in life. So why is this a problem? Shouldn't these so-called victims be better prepared for the realities of life because of their rough upbringing?"

My psychologist friend became quite heated then and demanded to know why, if it was all a matter of Will, these same victims would, after leaving home, then marry equally abusive alcoholics.

My answer was short. "The reason they return to the same situation is because then they get to remain victims and obtain sympathy and attention from other people, such as yourself. They do not have to face the pain of giving up their excuses for all their failures in life. They do not have to use their Will and make any decisions."

This is a direct application of the fundamental theory for identifying and utilizing the Vampiric Will, the Deidentification Process. Understanding and using this process will create the Vampiric Will and enable you to overcome any obstacle to achieve any goal. It is the keystone in the creative edifice of the magician's art and the necessary first step in the creation of the truly Vampiric ego.

I came to understand this Process through pain. In any situation requiring an extraordinary effort to survive, there is pain to be overcome or the human dies. In specific situations of this nature, in circumstances when my physical survival relied upon overcoming the pain of cold, of burning fire, of bullet wound, of torn flesh and broken

bone, I learned the raw truth of the secret of the Vampiric Will.

It is often in war that man becomes strong and feels truly alive. Why do individuals in peace seek dangerous experiences such as skydiving, rock climbing, and so forth? What is it about facing and overcoming challenges which threaten death, veiled or visible, that attracts the vibrant ones who take life in big bites?

Military basic training has remained essentially unchanged since the days of Alexander the Great. The process of converting a fearful mama's boy into an obedient killing machine has not been altered with modern times. A boot camp still takes the new recruit and strips away his former symbols of personal identity (his hair, his clothing, his jewelry, even his name), and then gives him a new set of symbols to create a new identity. The recruit is given challenges daily, hourly, without warning. He is expected to give up sleep. He is expected to exceed earlier physical limits of strength, speed, and endurance. He is expected to kill on command, to obey without hesitation.

As the recruit confronts and overcomes the pain which stands between him and his new accomplishments, he is exercising and developing his Will. He discovers than he can tolerate pain and discomfort. He discovers that he can surpass his earlier limitations, overcome them, and achieve goals.

Little wonder that for millennia most heroes came from the battlefields, most leaders first led troops. Little wonder that war has been a place of testing.

What makes such transformations of prey into predators, at least within the military life, is the Deidentification

Process. In short, the Deidentification Process is based upon a single, self-evident principle:

YOU ARE NOT YOUR EXPERIENCE.

Take the paper you are reading now. How do you know you are not this paper? I have asked such questions of men and women across this world for years and received many, many incorrect answers.

"I am not this paper (or other object) because it's over there and I'm over here."
"And how do you know that is true?" I will ask.
"Because I know it!"
Again I ask how they know that.
"Because I am a human being and not a paper."

Again I will ask, "But even if you are this thing you call 'a human being', how do you know you are not this paper?"

Only Vampires have ever given me the correct answer. The way in which you know you are not some other object, whether that object is a paper, a pencil, a submarine, or the planet Jupiter is because of the fact that you experience the object ...and what that implies.

You can see this paper. You can potentially hear it produce a sound as you touch it. Likewise, you can feel the paper and possibly even smell or taste it. In other words, you can experience this paper by means of your five senses.

You can ask yourself, "Who knows about this paper?" and if you can answer, "I do!", then you have just employed the Deidentification Process. In simplest terms, the Deidentification Process is this:

1. Is it possible for me to know about "x"?
2. If it is possible, then I am not "x".

Another way to express this idea is to state that the observer is not the observed, the hearer is not the sound, the toucher is not the feeling, or, more globally, the experiencer is not the experience.

Please remember that the Vampiric metaphysics holds that all experience is real and does not have levels of "realness" for experience. Instead, we do have three dimensions by which we precisely define experience (which is treated in the Mysteries of the Priesthood). However, please note that you, the experiencer, are not the experience.

In order to have Will to overcome the pain of the struggle against the obstacles between you and your goals there is a trick. You cease to identify with the pain.

In the early seventies, research on the outer limits of human potential was conducted by Dr. Elmer Greene at the Menninger Institute in Topeka, Kansas. One truly unusual subject, an American named Jack Schwartz, repeatedly demonstrated an extraordinary ability to withstand pain and control other bodily functions. He commonly would take a large knitting needle and thrust it completely through his upper biceps while evidencing no discomfort or tension. When asked later how he did it, Schwartz explained that he used a small mental trick. He would not regard the arm being punctured as his arm but just as an arm. Thus the pain experienced was not his pain but, simply, pain.

In all of this I am not implying that the Deidentification Process removes the experience of pain. Not at all. The Deidentification Process simply allows you to find and use the Vampiric Will to not be stopped by the pain.

In the Academy Award winning film classic, "Lawrence of Arabia", my favorite scene consists of Lawrence dramatically lighting a match and letting it burn itself out against his fingers. Another British officer present gave it a try and, as the flame neared his fingertips, felt the sharp pain, dropped the match and demanded to know of Lawrence what "the trick" was.

"The trick is," replied Lawrence, "not caring that it hurts."

Most people are identified with their experiences. They have no sense of self separate from or superior to the pains and pleasures which herd them, kicking and screaming, whining, begging and complaining, through the corridors of their lives until they reach the slaughterhouse and, in silence or screaming, finally expire.

The Vampire is one who realizes that the world is almost empty of people. He sees teeming billions of bodies lacking souls!

Instead of sentient, conscious entities, he sees humanoid machines following the draw of pleasure and driven by the fear of pain; mindless, weak automatons who proclaim loudly their "free will" while smoking death-dealing cigarettes; preprogrammed robots asserting that their "divine nature" grants them immortality in a robot heaven run by a robot God.

The Vampire is one who awakes in the land of the sleeping and is the man who can see in the country of the blind.

He realizes that his Will is both the means and the goal of his existence.

He realizes that most people not only lack the willingness to judge, but lack a Self with which to do the judging!

The Deidentification Process permits the Vampire to discover the mystery of what he truly is and how vitally powerful and important his true Self is in the cosmic scheme.

How does this discovery come about? First, the Vampire seizes the essence of the Deidentification Process and puts it to use in his life. He identifies his goals and the obstacles to those goals. Then, realizing that, if he knows what needs to be done, he only need do it, the Vampire takes the actions necessary to achieve his goals. It does not matter to him that it may be difficult. He understands that pain is something he can experience and is not something which he is. He can "not care" that it hurts. He can do it anyway, whatever is required. He can act while experiencing the pain!

That is the key to the Vampiric Will and the exercise and development, the strengthening of that Will.

Suddenly life's problems become challenges. The obstacles to achievement become opportunities to strengthen the Will. Life becomes a special series of games for the Vampire until, finally, the strengthening of the Will becomes more rewarding than the achievement of any other goal!

Such Vampires produce rather bizarre behavior as viewed by the human masses. A Vampire of this order might indulge in a sport or martial art not for the primary purpose of merely winning or increasing self-defense skills, but because such an arena permits him to increasingly challenge and empower his Will.

For example, the body builder might view the pain involved in certain repetitions of lifting weights as the price to pay to achieve the muscle growth he seeks. The Vampire might, instead, view each instant of physical agony as a moment-by-moment opportunity for him to triumph over pain, thereby strengthening his Will, with muscle growth as only a side effect. The boxer might run long distances, cursing the discomfort, realizing it is the necessary price to pay to build the stamina required to win an upcoming prizefight. The Vampiric boxer might run even farther, pitting the exhaustion he is experiencing in his body against the Will which pushes it on, and, as an afterthought, remembering that it will also better enable him to build the wind needed to better win a prizefight.

The difference is invisible but gargantuan. The unconscious human being is stopped by his avoidance of pain in usually futile attempts to achieve difficult goals. The Vampire uses goals not only as rewards but as opportunities for adversity, to hone and empower his Will.

In all this we are not describing masochism, by the way. Masochism finds pleasure in pain. The masochist enjoys the pain. The Vampire is not a masochist. The Vampire does not enjoy the pain. He uses the pain. Just as a Vampire is a master of pleasure and is not mastered by pleasure, so too he is a master of pain, and not a slave to it.

And what comes of this peculiar exploration of power over pain? What is the final purpose of this heroic effort? Make no mistake about it! All heroes are those who find the Will to challenge and follow through to the ultimate limit of their being the intention to smash through pain to achieve their goals.

The ultimate purpose is the forging of a true ego, the creation of an immortal Self. As with the Vampiric Will, the Self is both a discovery and a creation. The name given to this Self is the Dragon.

Not long into exploring the meaning of the Deidentification Process, most Vampires will ask, "But if I am not anything I can experience, what am I?"

The trap here is to try to answer this question definitively. Obviously, anything you can ever possibly know about can't be you. You could always ask yourself, "Who knows about it?" and answer, "I do."

The experiencer is not the experience.

It is here that the twisted distortions of mysticism raise their empty heads to speak of "God" as this Self which cannot be known. There are a few limited examples of worth which come from the fuzzy thinkers of mysticism here. One example is the old Zen saying, "If you meet the Buddha (the Self) on the road, kill him!" This is merely another way of repeating the Deidentification Process' foundation that the experiencer is not the experience. Other mystical pinheads would have us then abandon all conscious thought to "seek" this Self, which, by definition cannot be "found" (experienced).

No experiencer, no experience!

The famous philosopher, Descartes, stated, "Cogito ergo sum" ("I think therefore I am"). Descartes was wrong. Thinking can be carried out by the most mindless of all automatons, the electronic computer.

No, the correct statement is, "I experience, therefore I am."

You are the experiencer.

Yet, from the sickness of mystical religion we find the ultimate depravity. Theraveda Buddhism claims that the Self, the very experiencer, is an illusion. They claim that what we call the Self is the result of an error in linguistics. They propose the idea that experience and only experience exists while the erroneous concept of an "experiencer" arises from the syntax of language itself. They believe that when a man says, "I see the snake" this sentence creates the illusion of an "I". They claim that what is actually happening is simply an experience of "snakeness" with the afterthought of an "I". Theraveda Buddhism believes that enlightenment consists of realizing that the Self is a delusion resulting from an error in thinking.

The Vampire would simply reply, "So what? If you are right and there is no Self, how does that help? What is the advantage?"

The Buddhist will speak knowingly of gaining freedom from pain and frustration. The Vampire uses pain to create a strong Self.

The Buddhist wants to escape from the world. The Vampire wants to possess it! This is the vital difference!

However, the Theravedic view is shortsighted. The truth is that the "viewpoint" we refer to as the Self is a sleeping Dragon until and unless there is a powerful enough Will to support the awakening of that Dragon.

The Self requires a conscious mind which, by use of Will development (by means of the Deidentification Process) can reflect upon the mystery of the unknowable Self and

rise above the limitations of the universe of experience. It is this awakening of the Dragon through the Will which is the key to magic as well as the forging of an enduring and powerful Self.

The awakened Dragon consists of the Self when consciously reflected by a strong Vampiric Will. The awakened Dragon strides through life, unafraid of the pains and traps of sleeping humanity.

The awakened Dragon was and remains the supreme goal of all true occult activity whether painted in the colorful descriptions of the alchemist or the blood-grip struggles of a sword warrior in training.

The image of the Dragon is the oldest conception of the unknowable chaos which exists apart from experience. Tiamat was the mother dragon of the great salt sea of chaos for the Sumerians. The symbol of the Ouroboros, the snake swallowing its own tail is found upon the most ancient carvings of our world.

The Self which cannot be known but rises in dark shadows in the presence of a growing Vampiric Will is the Dragon. Here we find the source of many of the symbols of Vampirism. The Pit of Darkness is that same Dragon, and that same Self is the Prince of Darkness and the King of the World.

At night we can see the truth of the universe, the billions of shining stars winking in the velvet black. By day, the brash sun, representing the jabbering, Will-less mind of the masses, casts the illusion of a blue, opaque bowl and hides the true glories of that which is. The most ancient brain, the reptile brain, is also the Dragon. Hiding in the darkness at the core of our being, controlling the basic impulses and

instincts required to remain alive, the biological Dragon within lurks hidden and unknowable. Yet its every action is visible in the continuation of physical life, in breathing, moving, and sex.

So then, the Vampire may use the mind by means of the Deidentification Process to unveil the dark Self forever hidden but always present.

Again, the Vampire may use the direct techniques of Walking The World (WTW) or going Behind The Eyes (BTE) to have an immediate experience of this altered state of consciousness and awareness which is the Vampiric Will in action.

BTE is remembering from moment to moment that you exist ...somewhere. That "somewhere" is located directly behind your physical eyes. This technique is simply positioning yourself from the viewpoint that your eyelid blinking is the lowering of a great curtain before the wide window of your vision. It consists of remembering (1) that you are, and (2) where you are. Some twenty years ago I had it on excellent authority that one hour of remaining BTE was superior in its powerful effects to the taking of the drug mescaline.

WTW extends BTE with any physical movement.

Suppose you were taking a walk somewhere. Instead of assuming that your body was moving, you would take the view that your feet were pulling the road under you. You would suppose that your position remained unmoving and that the muscles of your body were moving the world of experience around you.

Another example of this is to turn your head. Instead of believing it is your head which is turning, you pay attention to what your actual experience is presenting to your senses.

Actually what you see is that the scenery around you is moving. The muscles of your neck are literally pivoting your lower body and the rest of the experiential universe around your unmoving visual perspective.

Yet another example is to sit down in a chair while realizing that what you actually see and are doing is allowing the chair and the rest of the universe to move up toward you! Standing up is just the reverse in that you are using your legs to press down the rest of the universe.

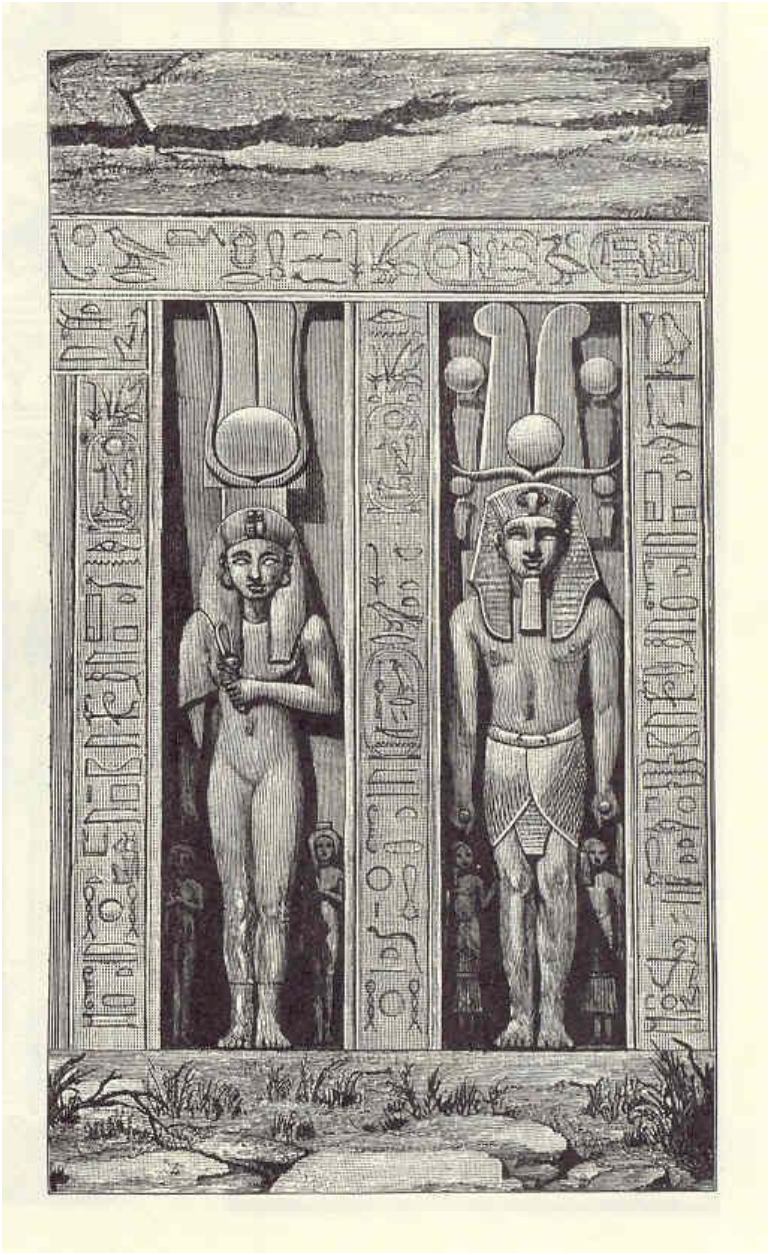
With practice, these exercises cause the Vampiric Will to "click in". Altering your internal perspective toward your experience to recognize what your senses have been telling you all along by using WTW or BTE, and by directly using the Deidentification Process to achieve difficult goals, you discover and can use your Vampiric Will.

With the discovery and strengthening of your Vampiric Will you will increasingly expand your control over the universe of experience while discovering that most hidden and rewarding of all secrets: the awakening of the Dragon within! Only an awakened Dragon can produce the most powerful of magic through Vampiric ritual.

We will be watching.



Thus ends the Vampire Predator Bible.





The Vampire Priesthood Bible

Within lies fact and fancy,
truth and metaphor.
Discriminate
with care.

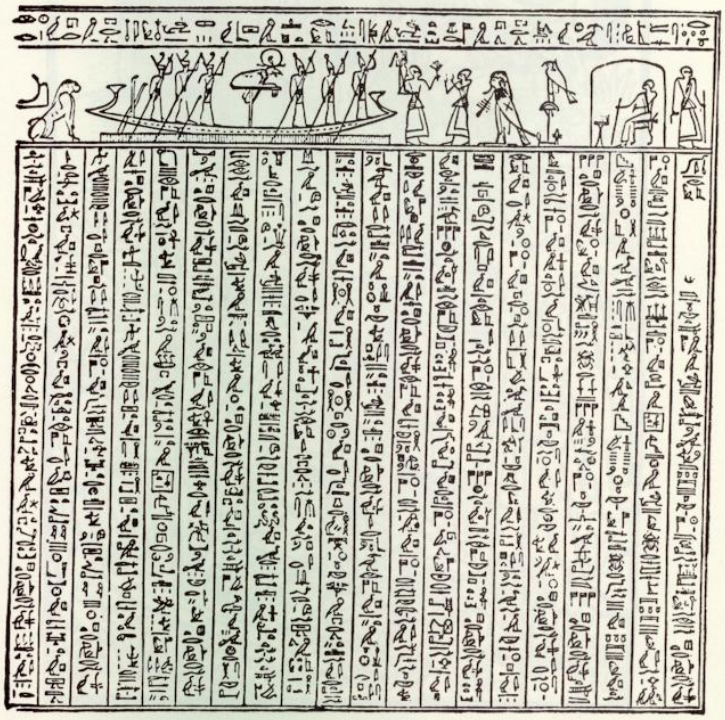
Contents

The Necromanteion

Opening the Astral Gate

The Vampire God

The Vampiric Philosophy



173. Page from an Egyptian papyrus *Book of the Dead*, which was placed into the tom
with the mummies as a guide for the souls of the departed.

The Necromanteion

An Ancient Path to Vampiric Communion

The Living Vampire gathers the Lifeforce from the human prey and thrives upon this accumulated energy. His physical health improves. His psychic abilities are enhanced. Yet, to evolve beyond the limitations of a physical body the Living Vampire must attract the attentions of Those Who Have Risen, the Undead Gods. These Masters of the World have dropped the need to be limited by any single physical body and have Lifeforce requirements far beyond those of the Living Vampire's. Thus, when in the Act of sacred Communion, the Living Vampire willingly sacrifices his accumulation of Lifeforce in a concentrated flow to the Undead, They accept this supreme Gift and assist in the process of his Vampiric Metamorphosis. Thus the Living Vampire is transmuted into a Higher Being and, with continued effort and loyalty, joins the ranks of the Undead Gods.

Thus Communion in the Ritual of the Calling is a violent act requiring the Living Vampire to exhaust his vitality, to give until there is no hope for survival, to pass the line of mortal terror and continue offering up his precious Lifeforce. It is a difficult, though proven, Path.

Yet, for those few chosen to be given it, there has remained an alternate means to achieve Communion. Now, in these last days before the Final Harvest, this Temple has been authorized to reveal the Working of the Necromanteion.

When the Vampire Gods openly ruled this world, the priests who were Living Vampires utilized a physical

device which opened the Gate between the Astral and physical planes. Most ancient religions before the time of the Rebellion by the Renegades contained these physical structures within their most holy inner sanctums. The King's Chamber in the Great Pyramid is one such structure which remains relatively intact. Most others are, when uncovered by archeologists, misunderstood and consequently mislabeled as to their purpose.

One such is found in the ruins near Ephyra in Epirus, Greece. This particular ruin remains one of the few retaining a written record available to the humans who fail to understand what they read. The ancient Greek geographer, Strabo, wrote how on the river Acheron the Cimmerian people lived underground in a maze of tunnels and houses and by their custom never ventured into the daylight. These were, of course, generational Living Vampires, who were in Vampiric Metamorphosis, shunning the damaging radiation of earth's sun and conducting the highest rites of Communion to feed the Undead Gods.

The Greek archeologist, Sotiris Dakaris, lured by the remaining records, relocated the buried ruins and began a systematic excavation. (We permitted this and assured that his interpretations strayed sufficiently from the truth to enforce the Injunction of Secrecy regarding Vampiric Reality). In the Great Hall of this underground city, Dakaris discovered a huge cauldron of bronze (once polished to a mirror sheen) bounded on all sides by a railing.

Phillip Vandenberg in his excellent work **The Mystery of the Oracles** (Macmillan Publishing Company, Inc., 1979) produced a close representation to the Old Ways drawn from his studies of the remaining records. (These, too, were judged reasonably inaccurate for human

dissemination). Vandenburg recognized that the city was a place of virtual imprisonment for the pilgrims who came to speak to the Gods. Here they spent months in solitude and darkness, preparing their minds and bodies for the Ultimate Confrontation. Then, when the Cimmerian priests determined the supplicants were ready, they would be led by torchlight down the twisted corridors to the Great Hall. There, gazing from the rails into the water-filled mirror cauldron, their wishes were granted and they would have, at last, Communion.

For the humans, it was a place to draw near their Terrible Rulers for personal guidance and requests. For the Living Vampires, it was a place of training, growing, and transformation. For the Undead Gods it was a Gateway to the drinking from the dark River of Life, the amassed Lifeforce of the human herd. For the ancient world it was the way of government as the Neverdying took the Highest Tribute and passed judgment to the priesthood of Living Vampires who, in their turn, ruled the human society from their hidden, underground world.

It is interesting to recognize how Plato's Allegory of the Cave from his **Republic** is a literal description of Vampiric Enlightenment for controlling the world. The humans, who are imprisoned in shadows, are eventually led into the light (the Undead Presence) where they then recognize the truth of their world (Vampiric control).

This last Eurasian bastion of semi-open Vampiric rule was destroyed by the Romans following the successful strikes by Pyrrhus, the king of Epirus in 280 B.C.E. It was a necessary sacrifice to prepare for the Grand Plan (which resulted in the rise of Christianity) and great care was taken to destroy as many of the records as could be found by Our obedient Roman armies. Today to visit these ruins requires

no small journey, the simplest being to fly North to Ioanninna from Athens, by bus to Prevesa then on to the small village of Kanaliki. The site of this ancient Necromanteion is approximately four miles outside of town by taxi atop a large, brooding hill beneath the thousand-year-old Byzantine chapel. If you listen carefully to the caretaker, you will recognize that Our traditions die very hard. The ruins are open and clearly visible. Such is Our past to those with the eyes to see.

Creating the Necromanteion

To construct your own Necromanteion will not require anything even remotely as difficult as the constructing of the Great Pyramid nor the underground Temple of Ephyra! The elements are simple: mirror, seat, curtains, low light and calm.

The Speculum

Historically the "magic mirror" **is** the Necromanteion. Any adequately polished surface will do. The rubbing of Aladdin's lamp was to polish the surface of the metal for gazing. Also gazing into crystals, water, ink or any sufficiently reflective surface has been used successfully. However, to better enable the experience, the larger the surface, the more powerful the experience in the beginning. Mirrors are convenient and readily available.

A good size suggested would be several feel wide and high. Traditionally this is referred to as the speculum and those who engage its use have been also known as Specularii (declared to be "the minions of Satan" by the Paris Faculty of Theology in 1398).

The Seat

The seat needs to support your body comfortably, especially your head. A good example of this might be a reclining chair with leg rest. Position the mirror so that the bottom edge of the mirror is high enough from the floor so that you cannot see your own reflection. Leave room between the chair and the mirror for the manifestation of the Gods to stand clear.

The Chambering

Surround the space in which you sit with black cloth from floor to ceiling (velvet is a good choice) such that when seated you see nothing in the mirror's surface except the black. Remove any other visual distractions. This creates a booth or chamber effect. Finally, position directly behind your seat a low light bulb (fifteen watts is recommended).

The Preparation

Preparation is everything. Try to set aside a day from your normal activities and devote your attentions to consideration of the Teachings of this Temple. If your planned Communion is set for the night, you might consider a leisurely Hunt during the morning, followed by a relaxed nature walk or other calming, centering activity during the afternoon. As an immortal Vampire you should allow this day to become timeless. Avoid clocks and do not wear your wristwatch. Solitude is best. An attitude of playful, restful amusement is what you wish to cultivate. Music can be of immense help here as well. For this reason please avoid newspapers, radio programs or television during this time. Let the world rotate by itself for this day. Let the problems of the world take care of themselves.

The Necromanteion Communion.

Take the normal precautions for Communion. The telephone should remain off the hook and an assurance that you will be undisturbed is paramount.

When you enter the chamber you should be at ease with no pressing physical or mental issues at hand. It is normal to feel intense expectation, even fear, toward the experience about to transpire.

When you take your seat you wish to be comfortable. Take care that you may gaze upon the mirror without straining the eyes. Adjust your posture until this is so.

Now gaze into the mirror without trying to necessarily see anything. It is much as if you were simply looking through a window out across some dark scenery in the distance. As you relax your body will feel heavier and the Lifeforce will tingle in your extremities, especially the fingertips.

Next will come roiling clouds, with shifting patterns of dark and light. When this occurs, your astral eyes are opened and you are about to open the Gate.

With this will come images, dreamlike and rapid. Remain calm and do not try to force anything. These are mere shadows of the experience to come.

When you encounter the God you may find that He or She will shock you by stepping physically from the mirror into the space before you and that this is **not** the vague, dreamlike experience you expected, but an authentic **physical** manifestation.

Try to remain calm and under **no** circumstance attempt to reach out to touch the Undead God unless asked to do so! Other experiences include entering a neutral dark space with the Undead, as well as being taken through the mirror yourself into the Dream Sharing of the astral in some very unearthly locale.

It is common for the Undead to move, to speak
and to touch you.

It is important to remain relaxed to avoid aborting these Communions. This approach depends upon self control above all, as you are allowing your accumulated Lifeforce to open a Gate rather than to simply let the Undead come to the Calling in the usual Communion of sacrifice.

If the Undead God chooses, these limitations will be set aside, so respond to Their Guidance.

Finally, because you are opening the Gate to the astral it is important to realize that you may, with equal ease, commune with the mere human dead. Remember your sacred purpose and keep this Necromanteion sanctified with dedication to the Glorious Undead Gods, not the lowly human dead. Do not reject these others who may attempt to cross over, but look to the Great Ones to come with an expectant heart. Again, do not try too hard. Let it happen.

It is equally true that sometimes you will not have a vision but, instead, hear or feel Their Presence. Have patience. Almost always, even if you quit the chamber with no apparent contact, you will have a full-blown visitation, usually at your bedside, within three days. Again, repetition of attempts in future circumstances ensures inevitable success.

We have found in this Temple that carefully following these procedures results in direct chamber experiences on the first attempt for more than fifty percent of the members, with the balance having visitations within the usual three-day period. We encourage those of you who have not succeeded to sufficient Contact, to create and utilize your own Necromanteion.

We will be watching.



Opening The Astral Gate

Those Who Have Risen are Vampires who have learned the art of conscious astral projection or, as it is more commonly referred to today, the out-of-body experience; the OBE.

The Vampire who has merely learned to extract the Lifeforce from his victims still lacks the vital freedom which the OBE affords. The Vampire who remains entombed in flesh cannot experience the power and glory of the full Vampiric Condition and remains, at best, superior to humans but weak in the eyes of the Undead.

The magical powers of the Vampire are numerous and limited to Those Who Have Risen by the very nature of the astral foundation of magic. Vampires and those with Vampiric tendencies who remain trapped within the physical cannot believe that the authentic power of flight or shapechanging is possible. Yet these powers are the heritage of the true Vampire.

When you have gained the power of flight free from the physical, you will realize that there is little the human world can offer to you compared to the almost infinite pleasures of the Vampiric Condition. Those Who Have Risen have risen above the closed walls of the physical body and see the vistas of the wider universe as it is. The Vampire who can leave the physical at will can also meet with others of his kind at will and directly participate in the higher training and camaraderie of the Elder Vampire Gods Themselves.

From the standpoint of the Vampiric act itself, the power of astral flight permits a more efficient and intoxicating taking of the Lifeforce. To mount the night sky freed of the crude weight of the physical and skim effortlessly across trees and rooftops and then slip silently into the bedchamber of a victim is, by itself, a perfect fulfillment of our nature. Yet taking the Lifeforce in this condition is not merely superior in pleasure. The quality of the life energy taken is more refined, more concentrated as well as profoundly more delectable than what can be obtained while remaining encased within the tomb of the physical body.

Your astral body **is** you. The astral holds your personality, your memories, habits, and individuality. The astral also is the feeling body. Your emotions, and all sensory experience are felt at the level of the astral. The physical body is little more than a physical vehicle, much like an automobile which you drive through physical life.

Do not however jump to the conclusion that the physical is totally dispensable. The physical body remains your anchor to the physical world. Those Who Have Risen either maintain their original physical body or seize another from which to secure their link to the physical universe.

Foolish human mystics have accepted in full the concept the Undead Gods planted that the physical is gross, evil and corrupt. The human religions embrace physical death as an escape to heavenly realms of perfect joy and this error serves the intentions of the Elder Ones. The human is our food source and must remain ignorant of the higher truths. In his ignorance, the human remains the perfect slave who is perfect in that he does not see his slavery. The human is mortal and shall remain mortal that Our Kind may remain immortal. Such is the way of things now and throughout all time.

No, a physical body must remain as a base in the physical world much as a mountain climber will hammer a steel stake into the cliff wall to enable him to both ascend and descend with safety. Remember that without a physical body, there only awaits the deadly lure of the Dream Sharing and inevitable personal destruction.

Yet, the astral is your true body compared to the physical body. We need the physical to process and exchange energy in the physical world much as a deep sea diver needs a diving suit to explore the ocean's depths. Yet the diver would never confuse his diving apparatus with himself! The diving suit is needed for survival underwater just as the physical body is needed for survival in the physical world. If a diver became dissatisfied with his diving equipment he would simply replace it with new equipment.

When you finally have a completely conscious astral projection you will never look at a physical body in the same way again. You will, like a professional diver, view it as equipment. Death will lose its sense of finality for you and your treatment of the Temple Teachings will assume truly awe-filled proportions. You will see clearly that all mortals fear death because they are, in truth, doomed. You will distinguish forever more the lurking fear behind the eyes of the raving human religionist as much as the "death-defying" human agnostic. You will realize that of the billions who are all dying on this world, dying to a death which is total, you are among a handful who have the chance for survival.

We have led the humans to believe in their religions that theirs is life everlasting. The few voyagers amongst them who have touched the other worlds when physical death was at hand (what is now called the NDE or near-death-

experience) return with tales of the Dream Sharing. We have not bothered to correct them. The Undead Gods feed upon the dreaming human dead while they linger in their pseudo-opiate paradises. At our highest We are the soul-eaters who live on!

Thus the humans need faith. They need faith because they lack hope. They must have faith in the religions we have created for them for they are only food. The humans exist only to serve the Undead. In fact, the word "worship" originally meant "work". The Great Experiment of Vampires controlling the human stock from behind the scenes has been working excellently and shall continue to do so until the next Great Harvest.

In the meantime there is work for the Living Vampire to accomplish. We have been promised by the Elder Gods to be awakened at death and not left to the horrors of the slow destruction of the Dream Sharing. We have been promised astral illumination and assistance in exchange for our loyalty on earth. This has been promised to all who serve the Temple with loyalty and this promise has been kept throughout all of recorded time.

Yet how can a Living Vampire profess loyalty to the Undead when he has not seen Their Glory? It is true that in Vampiric Communion the Undead present Themselves and draw off the sacrifice of Lifeforce. It is true that Those Who Have Risen will walk amongst us in physical bodies of Their choosing. It is true that the Gates of Power will dart through the night skies and been seen by thousands as "UFOs". Yet how can an Outer Temple member truly offer loyalty and service when there lingers doubt?

You must rise from death into life. You must rise from the grave of the body to the realm of living power. Then only

will you know the reality of these things. Then only will you meet the Elder Gods on Their Own level. You must learn to awaken out of the body and know, absolutely know, the truth of the ancient ways.

It is helpful to realize that each time you sleep and dream, even if you seldom remember dreaming, you are already apart from the physical. The experience is common of suddenly falling and awakening. This is only because you did fall. You fell back into your body. Dizziness from spinning or suddenly changing a constant direction also slightly causes astral projection from the physical. Yet if you simply consider the idea that you only need to awaken while you are out of the body during a dream, then the effort will decrease.

To begin the effort there is an important practice called:

Flying The Dragon

As you go to sleep you shall as vividly as possible imagine that you are first flying around your bedchamber and then passing through a window or door to fly over the roof of your home to any pre-designated victim for Vampirism.

It is important that you experience this as if you were behind your eyes in the flying astral body. Feel the sensations of the air moving around you. Hear the sounds you would normally hear from that location. Notice colors, shadows, other people, cars, etc.

Select a victim who would react to your presence in a manner that excites and pleases you. The target victim will therefore attract you emotionally and aid in this work.

Practice this pleasurable exercise every time you go to sleep. There is no excuse for laziness here! You must sleep anyway so use the time most humans will go unconscious to become more than human.

As you pursue this effort you will usually first notice an increase in dreams of flying and falling. Then will come false awakenings where you believe you have awakened in the physical but soon realize you are still dreaming.

Many humans believe they have had out-of-body experiences. Usually they have had dreamlike experiences. As a Vampire you are seeking full consciousness and this will come as you feed upon the refined Lifeforce of your chosen victim while on an astral hunt.

We will be watching.



The Vampiric God

Today when a thinking person asks a human clergyman to explain the existence of God, he receives the same mental dodge, the same theological con game that human religion has continued to foist on humanity from time immemorial. The answer always given by these men of the cloth (read: men of deceit) is, "Ye must have faith." Faith is the answer. Faith is the method. But what most of these religious fools fail to see or admit is that faith is also the problem.

What is faith? Why is faith the final answer given in any intelligent search for the meaning of the word God outside Vampirism?

Faith is, quite simply, choosing to believe something without any reason to do so. Faith is not hope. A hope is a simple wish that things be a certain desired way. When a person hopes something is true, he doesn't think he already knows it is true. He only desires it to be true.

Faith is not positive thinking or positive expectation. Choosing to look only on the good side of things requires that there exist some "good side" that we can know about. If there is no good side to turn to, we cannot "think positive" unless we stretch the meaning to absurd lengths! Neither is faith a positive expectation that things might change for the better. No, an example of faith in this context would require that you believe that things will change for the better without having any reason to do so.

If you have some reason to believe in something, you do not have faith. Faith requires the total absence of reason. I like to give the following definition for faith. Faith is the monkey wrench tossed into the machinery of the mind that stops the production of the certainty of knowledge.

What? I am saying that faith destroys knowledge? Yes, that is precisely right. Further, faith undercuts the possibility of ever knowing anything.

Why is this so? Consider exactly what human religions demand of you when they require that you "have faith" in God.

First, to have faith in God you have to abandon your ability to judge the facts of reality. Judgment is an evaluation of the facts and faith is simply believing without any facts.

Second, you have to ignore any further facts that show that there is no God. We will explore a little later the many arguments used by theologians to attempt to defend the existence of God. At heart they all end asking you to "just believe" whether it makes sense or not.

What is the result of choosing to believe in something without any evidence and even in the face of evidence against it? The major psychological result is that you must then, on some deep level of your mind, never trust your judgment about anything else ever again. After all, if you make any exception to using reason to decide what is real or unreal, then just how can you test anything else in this huge universe as to its existence or nonexistence? What will you use to decide the ultimate truth of anything if your mind is not to be trusted on the issue of the reality of God? God is supposed to have made everything that is. That

means that God would be the most real of anything since he started everything.

So if you know that God exists in defiance of your mind, how can you trust your mind about bus stations and skyscrapers and medical diagnoses? Where should your faith stop and your reason begin?

Human religious fanatics tell you that at least when it comes to God you must park your mind somewhere and simply believe. Why? Because their book says you should. How do you know you can trust this book? Because it is the "Word of God." How do you know it is the "Word of God?" Because God said so in the book. But how do I know God really said this? "You must have faith."

So there you are. Your mind is frozen by the demand to stop, to go on "hold." Believe because we tell you to believe. And if you do, on fundamental levels of consciousness you never know exactly what to believe or disbelieve ever again. You have tossed away your anchor to reality and are set adrift on the seas of emotional whim and religious tyranny. You forever cease to know with certainty if anything is true or false.

If there were such a God and since this God can suspend the laws of nature at will, nothing is ever truly predictable again. You just never know when God might pass another miracle and your corn flakes will turn into asphalt or your overcoat will become a nightclub. Faith in the existence of God is a blank check to the psycho ward. Only the totally hallucinating psychotic truly lives from faith. Only the lunatic has fully undercut his trust in his mind to decide what is real. Only a psychotic could be a non-hypocritical Christian, Islamic, Jew or Buddhist living by faith.

Opposing this mental dead-end, Vampirism cuts through the confusion and hypocrisy of the centuries with the simple declaration of what God is. The Vampiric definition of God is simply that God is the supreme being in your life.

That's all. God is the most important person or thing in your life. Therefore, if money is more important to you than anything else, if you would be willing to give up anything, even your life, for money, then money is your God. If your country is the number one most important entity in your world, then your country is your God. If your child is the most important entity in your universe, if you would literally do anything for your child, then your child is your God.

Therefore, there are as many Gods as there are people. Each person has a different God he or she worships. Each individual has something or someone that is the most important entity for that individual and that is their God.

Recognizing this, Vampirism goes yet another step with stating that deciding just who or what is the most important entity in your life is a choice. You choose your God.

If your spouse is your God, and you act as a mindless slave to any whim, no matter how silly or self-defeating, if you always place your spouse's desires ahead of your own or anyone else's, then he or she is your God and you are the one who chose that God. If your job is your God and you do whatever the company tells you to, if you give up vacation time, run thankless errands, work overtime without compensation, then your job is your God and you are the person who chose that God. Vampirism tells you that since you choose your God, it makes sense to choose carefully and choose well.

Yet, even at this point some persons will protest. "God isn't just the most important person or thing in your life!" They will argue that, "God can do miracles. That's why He's God! If your 'God' can't do miracles then he isn't God."

The truth is, however, that it isn't power that decides godhood. A miracle is just a very powerful act usually ascribed to God. This view of God is based on very primitive thinking. An entity with more power than you is not automatically a god.

Suppose for a moment that an alien being from another world landed here on earth with a vastly superior technology. Let's suppose that his machines would be so ahead of our own that what he could do would be indistinguishable from miracles to us. Would you declare that the alien was God? Certainly not! Or suppose that a thug burst into your living room brandishing a shotgun. He would have more power than you do but you wouldn't make him your God.

You wouldn't do this because you would realize that merely because someone or something is stronger or more powerful than you are does not mean they are worthy of your deciding that they are gods! This is why the presence or absence of miracles has nothing to do with choosing who or what is your God. We all have strengths and power in certain situations. An adult has more overall power than a child. A man driving a car has more power than a man riding a horse. Power is not an issue of godhood. It is a separate issue entirely. You don't have to be able to perform miracles to be a god.
This traditional argument for defining God by his ability to perform miracles, by his exercise of power, is reference to

the quality of omnipotence. Another characteristic commonly ascribed to God throughout much of human history is omniscience. God knows everything past, present and future. God is "all-knowing."

Yet the same problem arises when we examine what it means to choose your God based upon his degree of knowledge. When you were in school you probably did not believe your teachers were God although they knew far more than you did. Small children usually make this mistake in ascribing godlike powers to their parents. Much of what goes on in adolescence results from the child breaking free from the false identification of their parents as God, seeing their faults and gradually learning they can't blame these former gods for the faults of the entire world.

Later we will deal with the three traditional characteristics of omnipotence, omniscience and omnipresence commonly ascribed to God and show why there is an internal contradiction. The point here is that power and knowledge are not useful standards to decide who or what you choose to be god in your own life. Vampirism recognizes that all humans do choose a god. Even the atheist has made a god of atheism if there is nothing more important in his life. The fanatical communist made communism (or Marx or Lenin) as his god. The patriotic American has made Washington or Lincoln or the flag or another national symbol or figure his god. A good test to decide who or what is a man's god is to attack it, even symbolically. Many humans have died by spitting on a flag because there were some worshippers of that god nearby.

Furthermore, humans are seldom pure monotheists. Humans often have a hierarchy of gods from the number one biggest big Juju god down to little demigods. A Christian fanatic may have Jesus as his number one god,

but his physical Bible can often run a close second. A cross might be third and the list will continue downward to the local territorial football team and finally to his dog, wife and children, often in that order.

Vampirism tells you that when it comes to choosing your God to choose yourself.

To choose yourself as your own god aligns all of your religious conditioning in your favor instead of against you. Whereas before, when the choice of a god was the choice of a master, the Vampiric God makes you the master.

The power behind accepting yourself as your own god, of choosing to be the supreme being in your life, comes from the fact that it is actually a conscious recognition of the reality of things. Every person already treats himself as the god in his own life. All human acts are selfish.

All.

The Vampire-created Christian religion long recognized this fact of human nature being selfish and branded it "evil." Human beings, however, always act out of selfish desire even if it may not at first appear that they do so. As I often say to critics, even Santa Claus would not come down the chimney on Christmas if it didn't make him ho, ho, ho! If a man gives up his life to save his child from a burning building it is a selfish act. The man selfishly wants the child to live and selfishly values the life of that child so much that he cannot consider living without the child.

Because the churches have named selfishness "evil," they call altruism "good." The problem with altruism, however, is that it is impossible to practice! Since altruism is trying to live your life for others and not yourself, to be truly unselfish a person would have to act without any motivation at all. Even the human "saints" of the Christian religion who suffered and died for "the glory of God" did so because they selfishly wanted to please God! For their acts to have been unselfish, they would have had to suffer and die without knowing why. The Biblical story of Job makes this clear. Thus only victims of floods, storms and traffic accidents are unselfish because they die for no reason at all.

This is, of course, absurd. Human beings only act because there is some reason to act. To be "good" by the Christian definition is therefore impossible. By placing human beings in an impossible situation, every act they commit creates guilt that can be used to enslave them. Thus the Vampiric Masters who devised the modern monotheistic religions achieved an exalted perfection in the creation of the Christian religion. In Christianity, what is pro-human is "evil" and what is antihuman is "good."

The Christians do not deny this. They brand humanity as "evil" for that very reason, because humanity is the way it is. The human Christian dupes cannot understand that the Christian standards of good and evil are wrong. The Christians standards are wrong because they do not match up with the facts of reality.

This is, again, why Vampirism is the opposite from Christianity and all other death-worshipping religions of the world that we created. We respect the nature of man as he is and declare that the individual should consciously choose himself to be God. This is the Heart of Vampirism.

In this choice, the freedom and power of being God comes not so much from the new attitude, but by abandoning the old antihuman attitude. Since we all continuously act as God in our own lives, it is the hardest thing in the world to try to act directly against our own nature. Acting selfishly means being able to act. There is nothing ever done without personal motivation. The impossible altruistic ideal of Christianity, if somehow pursued, would kill off the human race because no one would ever do anything again!

It requires effort to stay alive. It requires active choices. It requires selfish motivation because there is no such thing as "unselfish motivation." A catatonic schizophrenic in the psychiatric ward does not move nor even blink. He stares blankly ahead and would die of thirst or exposure if selfishly motivated hospital personnel did not care for him. The catatonic has no motivation. The catatonic is a dead lump of flesh. The catatonic, if he were able to do something in his psychotic state, would be a true Christian saint.

The liberating effect of no longer trying to act against our nature is the core of Vampiric self-esteem. By dropping the chains that have bound human beings to the prison of self-condemnation for thousands of years, the Vampire is free to be what he is: a God in his own universe. Self-esteem has been recognized as pivotally important for good mental health. Self-esteem has two components: the sense of feeling competent to handle the problems of life and a feeling of worthiness to enjoy the pleasures of life. The Vampire, who is the Vampiric God, knows that he is free to enjoy life without guilt. This freedom enables him to treat the facts of reality honestly so that he can acquire the skills needed to deal with life's challenges.

The supreme state of self-esteem
is to know that you are God.

The outcome of the Christian viewpoint is guilt, not self-esteem. Since the Christian is doomed to condemn his every act as selfish, he must hypocritically attempt to deny this fact. The Christian who works at a soup kitchen and secretly despises the derelicts who will do nothing of value in the world, feels guilt over this secret judgment. He also feels very righteous, a forbidden benefit of good works. The Christian must pray to his god and beg to be excused for thinking and judging. After all, only God is allowed to judge!

Thus guilt and inner human torment is the most direct outcome of not choosing your own self as God. The Adam and Eve story in Genesis states it yet again. God made humans curious and desirous of knowledge. Then when the first two people acted according to their nature, they were condemned and sentenced to death.

This is, of course, the real danger with choosing any god external to yourself. The chances are extremely good that eventually the external god will not want the same things for you that you want yourself. Adam and Eve wanted knowledge but God "had a plan." Human Christian dupes have been carrying out that plan for two thousand years with the longest sustained reign of psychic terror in recorded history. A very successful religion for retaining slaves.

The Vampire proclaims, "Empower yourself! Cast off the weight of the centuries and celebrate your life!" The Vampiric call to life is no longer to choose to be a slave, no longer to choose to have anyone above you, to choose the ultimate level of self-esteem and declare yourself your own God.

"What if you're wrong?" the Christian mortal cries out, unsettled by the facts already presented. "What if there is a God anyway and He decides that your ideas aren't important? What then? Do you want to go to hell?"

The Vampiric reply is simple. Fundamentally, it doesn't matter whether there exists such a god or not! Let's suppose that every sane person's worst nightmare came true and the "Lord God Jehovah," the God of wrath and insecurity We created, does exist after all. Then it would be no different from what life has been for any suppressed people living under the cruel oppression of an insane dictator. What would you do if you lived in Nazi Germany? What would you do if you lived during the Spanish Inquisition? What would you do if you were black and the Ku Klux Klan came to your door in the dead of night, torches blazing and a thick, strong noose held in their hands?

As sentient beings have always done, you would do two things. First, you would not choose to worship this supreme evil force in your life because, as a selfish god in your own world, you would recognize that this force was anti-you. Second, you would cope and resist. You would not throw away your life unless it no longer seemed worthwhile due to the great evils being inflicted upon you. You also would look for ways to have power over that evil force.

Thus if there were such an evil god as described in the Christian Bible, most people would align themselves as Vampires in their deepest thoughts and most honest actions. They would deny that this "God" was their god, and continue to act in their own rational self-interest as selfish, self-centered beings.

However, all of this is academic because a true Vampire knows for a fact that such a god is impossible, as We will next prove.

The Vampire knows that no external, infinite god is possible. The Vampire is a rational atheist toward the existence of any such external god. Please note I did not say that the Vampire believes there is no such thing as God. I said that he knows it. He has proven it to himself.

The fact that the Vampire knows that the great supernatural God is impossible gives the Vampiric God, the Vampire, a quality that even the mythological human gods lack. The Vampire is greater than the external gods of myth because the human gods must believe in the Vampire but the Vampire does not believe in them. The Vampire's knowledge places him in a universe of experience without the "all-seeing eye" of any such god who does not exist. This allows the Vampire to be the true master of his own life.

But, again, let's suppose that the proofs of the Vampiric "creative atheism" are shown to be flawed. Let's suppose that We are wrong.

Then I would suggest that the choice of atheism toward an external god would be the right choice anyway. Why?

Because creative atheism will enable you to think and act with far greater freedom than the human slaves of any believed-in god ever could. Creative atheism grants you a power of freedom that the sheep of the human religions can never hope to understand nor achieve. Even if We are wrong, the choice of no god but yourself allows you to live the life of a master instead of a slave.

However, the truth remains that the great external "God of our fathers" is no more real than the ogres of our fairy tales. Now We shall examine the reasons that prove this fact.

Apart from Vampirism there have been only contradictory descriptions of qualities attributed to God. Consider it! The human religions of the world have not only failed to tell us exactly what God is, but they couldn't even give us a rational description of the characteristics of God. The God they would slay for was so hard to comprehend that they couldn't even give a comprehensible rough sketch!

One of the most common descriptions of their nonexistent God is that God is infinite. What does it mean to be infinite? First, to be infinite means that there is no limit to your size. God, as an infinite being, exists everywhere and as everything. This is another way of saying that God has no specific qualities.

To have specific qualities would mean that you lack other specific qualities and are therefore not infinite. To be infinite is to have all qualities. Therefore, to have all qualities is to have no specific qualities to allow you to be identified at all. In other words, to have no specific qualities, to be nothing in particular, is not to be.

Compare this to a table for example. A table exists and it has specific qualities. It might be brown, hard and have four legs. These qualities can be identified so that you can look for a table among other things that exist and say, "Ah, yes. This has all the qualities of a table and therefore that is what it is." With God, however, you have no such luxury. Since God is infinite, God is that table, and the lamp, and the chair and anything else you could ever hope to know about. This is another way of saying that God is reality. Of course, why call reality "God?" Reality is simply reality.

We rely upon the Law of Identity so as to use reason. The Law of Identity simply says that a thing is what it is, that A is A. The Law of Identity relies upon the fact that in order for a thing to exist there must be certain unique characteristics about it to distinguish it from other things. There must exist an identity boundary. God, being infinite, has no identity boundary and contradicts the foundation of reason.

Since God cannot be identified, God is not an entity that exists. To be, means to be something specific, something in particular. Since God is everything, God violates this most fundamental of all laws of logic and reason and therefore is nonexistent. To believe in an infinite God, then, is to reject reason and logic and to condemn yourself to never knowing anything for certain. To know anything requires the use of reason. If reason is violated, nothing can ever be known. All that then remains is raw experience without a means to classify and evaluate that experience.

Another common characteristic used to describe God is to claim that God is "pure spirit." What is "pure spirit?" Well

spirit is held here not to mean the mind or emotions as a subjective "internal" experience. No, the Christian mystics mean something that is not material, not physical nor mental. For them spirit is something other than anything you can ever know about directly. In other words, to say that God is "pure spirit" is to say that God is something you can't ever know about; that God is unknowable.

It is vitally important that you understand that the word "unknowable" does not mean something you haven't discovered yet. It means something you can never discover nor identify. Of course, the question immediately comes to mind that if God can never be known, what makes the mystic think God exists? Do you know what the reply is? If you guessed "faith" you are right again!

The flaw in this reasoning about God being "pure spirit" is the idea that consciousness (spirit) can exist without any form or body. Consciousness is a process of the mind involved in identifying and classifying the facts of reality. Consciousness is a process, an action. What the human clergy want you to believe is that there is an action, God, which lacks an actor, a physical body. They do not merely expect you to believe in a ghost. They want you to believe in a ghost no one will ever have any reason to believe is there! It would be like hearing about a haunted house somewhere. You ask who has seen the ghost and you are told no one has ever seen any ghost at all. You ask why they think it is haunted and they tell you it is because the ghost said so. You ask how the ghost could tell anyone about itself if no one ever saw the ghost and they show you a book. You ask why they believe the book and they tell you because the book says they should.

And this level of mental paralysis is what was held by Christian theologians for centuries to be sublime! The Vampire simply considers it stupid.

Other definitions of God mention that God is omnipotent (all-powerful) and omniscient (all-knowing). To be omnipotent means that God can do anything. God has totally unrestricted action. He can defy the laws of physics at will. God can make anything do anything and make anything become anything else.

This is, again, a total violation of the Law of Identity and undercuts reason and knowledge. In order for God to do anything, God would have to be able to make entities act in ways that are in defiance of their individual characteristics. To make a rock fly in the air, God would have to suspend the characteristics of a rock that do not include the ability to fly. In other words, the rock would cease to be a rock since the qualities of an entity determine what it is.

Furthermore, if God is omnipotent then anything is possible. If anything is possible, then reality is unknowable. If reality is unknowable, then you can never know about God (or even about having faith in God!). Therefore, the idea of omnipotence undercuts reason, knowledge and even the existence of God based upon the faith of the human mystics!

Add the quality of omniscience and the situation worsens. Omniscience means to know everything in the past, the present and the future. To already know everything, then everything must be fated or predetermined. If all the actions of every entity in the universe are already preordained, then it is impossible for anyone to change that fate, including God!

Therefore, omniscience makes omnipotence impossible for God. If God already knows everything then he cannot do anything to change it and that means that God is not omnipotent. If God is omnipotent then he can do anything anywhere and that means he cannot know with certainty his own future actions and that means God is not omniscient.

Of course the response from the human mystics is not to question, not to think, but to "have faith."

Another description of God is that God is all good. The reason God must be good is simply because the alternative of a malicious, evil God has proven too terrifying for humans. (Curiously enough, an objective reading of the Christian Bible leaves the reader with the clear understanding that the Christian God is evil to humans but that is beside the point here).

What does it mean to be "all good?" The word "good" refers only to a moral choice. "Good" can only exist since there is also a choice available for doing "evil." But to be "all good" is to say that God's nature does not leave him any choice. If there is an apparent choice, God must choose "good."
In other words, God is like a machine when it comes to moral issues. The problem here is that it is only when you have a choice that there is any meaning to the word "good." Since God has no choice in the matter, good and evil do not exist for him. God would be like a preprogrammed robot. You would not say that a robot was "good" if he simply followed his programming. You would say that the robot had no choice and if God is "all good" neither does God have a choice.

By the way, if God can only make "good" choices then he also can't be omnipotent, since an all-powerful God should be able to do evil acts as well, and God can't.

Finally, the question still arises that if God is "all good," then why does he permit "evil" in the world? After a personal tragedy, the suffering human will commonly ask his religious minister why God let this horrible death happen. The usual reply is (you guessed it) "have faith."

The honest answer to this is actually four possibilities all of which prove there is no God.

First, God permits evil in the world because he is too weak to stop it. Therefore, he is not omnipotent and is not God.

Second, God has the power to prevent evil but won't stop it. Therefore, because God permits evil acts in the world, God is not "all good" and is not God.

Third, God is too weak to prevent evil and wouldn't prevent evil if he could. Therefore, he is not omnipotent nor "all good" and is not God.

Fourth, God is both capable of preventing evil and has the power to do so. But since there is evil in the world then there is no God!

The human religious answer to this rational examination of the facts of the matter has traditionally come from a school of thought known as "negative theology." This viewpoint says that God is beyond all human understanding and that any quality ascribed to God must be rejected because it limits God and God cannot be limited by the mere mind of man.

You cannot say that God is all good because that prevents God from being more than that. You cannot say that God is all evil because that limits him as well. You cannot say that God is unlimited because that limits him from not being omnipotent. You can't say that God is limited because that limits him from being omnipotent.

Of course the result of this ploy is totally to undercut man's mind, which is the goal of all theology created to control humans. All the slaves of humanity need to do then is to "have faith" in a God about which nothing can be said or thought or known. "Have faith" because you should. And so they do.

When the human theologians threw up their hands in despair over their failure to rationally define either God or his characteristics, they turned to arguments to support the idea that there must be a God even if men could not rationally describe him. One very popular argument is the so-called "First Cause Argument." It suggests that since there is a real universe around us, someone must have created it. Therefore there must be a creator we call God.

Of course, the blunt answer to this fuzzy thinking is the question, "But who created God?" After all, if the universe demands a creator, so must God. Maybe a super-God created God and then we have to ask who created the super-God. An ultra-super-God? If no one needed to create God then no one needed to create the universe either.

This leads to another point. The idea there was a God who created the universe implies that there was a time before the creation of the universe. The fact is, time is a part of the universe since the universe is composed of a space-time fabric.

Time presupposes entities in motion. The universe is composed of those entities. Therefore, the idea that there could be time without a universe is absurd. Time exists within the universe and if there was no universe, neither would there be any time for God to create it. (The "Big Bang" theory, which grew directly from the religious expectations of human scientists who should have known better, has already been disproven. Fortunately, it will take another generation before the current spokesmen of human physics and cosmology die out and the new observations of an eternal and infinite universe are popularly accepted).

The "Argument from Design" has its proponents throughout history as well. It was quite popular among the deists who formed the United States. This argument suggests that since the material universe has order, then there must have been some Grand Designer (God) who set up that order.

Of course the refuting question is what alternative is there to a universe of order? A universe of chaos? In a universe of chaos there would be no sentient beings present to ask who made the universe ordered and lawful. The only universe that could have life would require order. There is no universe possible in which someone could ask who designed it in an orderly fashion unless order was necessary and not arbitrary.

Therefore there is no need for
a Grand Designer named God.

The "Argument from Life" is a very popular one these days. It suggests that life could not have arisen by chance and therefore there must have been a creator of life we call God.

By now you are probably seeing the similarity in the flaws with these arguments. Life is, after all, just a particular form of order in the universe and so the refutation to the "Argument from Order" applies. However, there is another issue here that should be addressed as well. The idea of chance does not apply to the existence of things in reality.

Chance is an issue of epistemology (which deals with how we know what we know) and pertains only to whether an individual is ignorant of some information or not. When someone flips a coin, chance decides the probability that it comes up heads fifty percent of the time. However, if the individual had access to all the information concerning the coin flip (such as the weight of the coin, the distance traveled, the force applied to the coin, etc.) then that individual could know with absolute certainty whether the coin would land heads or tails every time it was tossed. "Chance" refers only to the fact that these bits of information are not known to the person watching the coin flip. Chance is a method of describing prediction not the likelihood of existence!

In the same way, the appearance of life on earth has nothing to do with chance. It either exists or it doesn't. If there was no possibility for life and it existed, then the argument for God would have some weight. Of course if something impossible happens due to supernatural intervention, then reason goes out the window and nothing can ever be known, not even "faith." Thus the supernatural is the impossible. (From this it also should be obvious that for magic to be possible it must somehow not be supernatural, but an application of hidden natural laws).

Not long ago I was discussing some implications of quantum theory for the structure of reality when a human friend suddenly perked up and remarked that maybe this could permit the existence of God. Although this hope died quickly for him as I explained the full context of the issue, the thought came to me then how interesting it is to see the emotional drive human beings now have to possess an external god. The reason they want an external god so badly that they have ignored the facts of reality for over six thousand years is a testimony to the excellence of Vampiric manipulation during that same length of time!

The earliest origin for an external god comes out of the explanations primitive man had for the mysterious forces that surrounded his daily life. He would attribute an unusual or mysterious occurrence to some "god" who ruled that thing. Therefore there was a god of lightning who would cast thunderbolts through the stormy skies. There was a god of fire who created and ruled the raging inferno of a forest fire. There was a god of the river who would push the man's raft downstream. There was a god behind all of the natural forces that later mankind would define through science.

Early religions were polytheistic, possessing many gods. The Babylonians, the Egyptians, the Mayans all had numerous gods and goddesses to characterize the many mysteries of their world. All these gods had similarities in that they were all more powerful and knowledgeable than humans. No human could stand up to a thunderbolt cast down from heaven nor survive in a forest fire nor stand against a cascading river. These gods were certainly more knowledgeable than humans. Even then, human beings understood that knowledge is power.

Thus the early gods served as labels for mysteries because humankind simply did not understand why things were as they were. They could only assume that all actions must have an actor behind them and that these actors (gods) were more powerful and wiser than they were. Of course, the Vampiric Rulers of earth often used this superstitious error in thinking to assume the roles of those nonexistent gods.

As man matured and began to find the answers behind natural phenomena under Our guidance it was certain that the number of gods would shrink. It was inevitable that the god of lightning would pass into oblivion as men understood the nature of electricity. It was inevitable that the god of fire would give way to thermodynamics and the god of rivers to fluid mechanics.

Yet the tradition of the priestcrafts, the con-game of the human churches would not so easily fade away. We did not desire it to be so. The human clergy was influenced to decide that if limited gods, gods with only some power and some wisdom were vanishing, then they could look to an unlimited god, a god of the entire universe.

Thus the god of lightning became the god of everything. Whereas the god of lightning had limited powers, the god of everything had unlimited powers. Whereas the god of lightning had limited knowledge, the god of everything had unlimited knowledge.

After all, these self-serving priests came to see that if the god of lightning created lightning, then the god of the universe must have created the entire universe. These early religionists did not realize the flaws in this thinking would become obvious to any truly thinking being.

They did not anticipate that the growth of science and technology would enable ordinary human men and women to do things that even their old gods could not achieve.

They only knew that if they demanded faith and worship, they could enslave the world in the name of their God. And so they did under the guiding Vampiric hand, giving mankind the pleasures of the Dark Ages, and centuries of mindless wars. This rape of the human mind ensured that human beings would remain slaves even as they futilely reached for the stars. And so it has been to this very day.

The Vampire, however, rejects this slave mentality. Instead, the Vampire glories in his own being and carnal nature as the only true God in his own universe. The Vampire recognizes that as he is, limited in power and knowledge, he is the only true God worthy of the name and worthy of worship.

The Vampire can prove the existence of his God. He sees this God in the mirror. His God reaches out his hand to touch the pleasures and materials of his universe. The Vampire can trust his God to fully and forever support his every need and desire as a living being.

In Vampirism, the Vampiric God is

YOU.

The Vampiric Philosophy

"I recognize the difference between
the worlds of truth and fantasy"

- The Vampire Creed

There are two kinds of people in the world. There are the people who will realize the importance of philosophy in their lives and there are the stupid.

For too many years, philosophy has been condemned by the popular opinion of the human herd to be chained within the airy ivory towers of major academic institutions. The idiotic "man on the street" thinks that philosophy has nothing to do with the real world. Most humans believe that philosophy consists of nothing but the useless verbal meandering of aged professors who are held in contempt for their inability to hold down a "real" job out in the "real" world. Most humans think that philosophy is a silly game.

These are the same people who believe that "wishing will make it so" or will tell you that ignoring a fact of reality will make it go away. These are the same individuals who will assert that they do not waste their time thinking about life because they are too practical. And, yes, these are the same slaves who are ruthlessly exploited every moment of their lives by those who do think and plan and act, we who are the Vampires.

Everyone has a philosophy of life. Denying it does not negate it. Those who deny they have a philosophy of life

are only following the worst possible of all philosophies, the one whose tenets are held unconsciously. The victim of physical blindness is aware of his lack and normally makes efforts to cope with the world of darkness which surrounds him. The victim of mental blindness thrashes recklessly through life, denying that he cannot see what he is doing, where he is going, why he is going there and how he will know that he has arrived when he is there. The physically blind man will normally deal with the fact that he cannot see and will learn about the environment by other means. The mentally blind man will deny that there is any reason to try to understand things at all.

Everyone has a philosophy of life. To deny this requires a philosophy which holds such a view! There is no escape. There is only the hope of holding an enlightened philosophy that makes conscious sense instead of holding to a blinded philosophy that makes little or no sense at all. It is either light or darkness. It is either truth or fraud. It is either Lucifer ... or Goofy.

All philosophies can be broken down into five segments, one building on the other to form the entire hierarchical structure. These five segments are: metaphysics, epistemology, ethics, politics and art.

At the base is metaphysics that is concerned with the nature of reality.

The individual who follows an unconscious set of philosophical principles might believe that asking questions about what is real is absurd. Such a viewpoint has taken the metaphysical stance that reality is self-evident and does not require any definition. The Vampiric metaphysics simply says that ALL experience is real and, further, that the idea of something being "unreal" is an error. Let me

explain this better because without a firm grasp of metaphysics, a philosophy has no firm foundation.

Is a dream real? Vampiric metaphysics says yes. A dream is something that you can experience and is therefore real.

If you protest and say, "Wait a minute! A dream isn't real!" then you need to consider what you think a dream is. Does a dream exist? If it doesn't exist, how do you know about it? The only thing that doesn't exist, that isn't real, is something neither you nor anyone else can ever experience or know about in any way.

So the Vampiric challenge is to ask yourself to please name something that you nor anyone else can never experience or know about!

Of course this is impossible. If you know about it enough to name it, then it exists; it is real.

This important idea requires that you understand that the word "real" is redundant. There is nothing that is "unreal" to compare to reality. Let me give you another more concrete example.

Suppose someone telephoned you and said, "We just dumped a ton of wet concrete into your living room." You rush into your living room but you find it undisturbed in any way. You go back to the telephone and shout, "What is this, some kind of stupid joke?" and slam down the phone in anger.

Did the concrete exist or not?

Yes it did. The concrete existed as an experience **in your mind**! It was a real enough experience to cause you to rush breathlessly into your living room to look for the damage and to respond with anger on the telephone. If you claim that the mental idea of "concrete in your living room" isn't real, or doesn't exist, then my question to you is, "As opposed to what?" Just what is this "unreality" you are describing?

Most people use the word "real" only to describe physical objects. The philosophical school of materialism, so popular in the nineteenth century, held that only physical objects were real and that mental or emotional experiences were somehow unreal. Of course that left the materialists in the uncomfortable position of having to deny that their minds (which possessed the notion of the philosophy of materialism) existed. Further, such individuals were placed in the embarrassing position of having to deny technically that they could think at all since thoughts did not exist for them either. They couldn't even gripe about the situation because emotions were supposedly no more real to them than ideas. (This period in human philosophical debate served as no small source of amusement to the Vampire community at the time).

The problem is that the common sense unconsciously-held philosophy of most people today is mostly that of materialism as far as their metaphysics are concerned. Most common men believe that if it isn't physical it isn't real and this damns all thinking and feeling to a quasi-unreal state of second-rate, semi-existence. No one denies that they think or have emotions but they do deny that their ideas and feelings as "as real" as concrete or rocks or automobiles.

Vampiric metaphysics drops all this nonsense and returns to the evidence of the only reality that is: everything! All experience is real. Thoughts are as real as frogs and emotions are as real as islands. For the Vampiric metaphysician, fantasy is **not** separate from reality because there is no "unreality" at all! "Unreal" is a meaningless word. "Unreality" doesn't exist.
Yet most fools will still bandy about such phrases as "my reality", "your reality", "multiple realities", etc. Please understand that reality is everything that exists - all possible experience. In order for there to be another reality, there would have to be a reality that **doesn't** exist!

The greatest offenders in this cesspool of illogic are found in the so-called "New Age" movement. Here we find authors who discuss "creating your own reality" and demonstrating by such absurd self-contradictory drivel that they have no grasp of the meanings of **any** of the words they are using.

Here we finally touch upon the heart of the entire philosophical issue. Today, as it has been throughout all of human history (with rare exceptions) people use words the same way that a ditch digger uses dirt; it just keeps on getting piled up higher and higher while we go deeper and deeper into a dark hole. Most attempts among human beings at communication are doomed to utter failure because most humans have not yet learned that language involves the accurate use of words with specific definitions. Instead, most people use words to make noises. Somehow you are supposed to know what they're "getting at". "You know" is the most commonly used phrase in the English language and a total condemnation of the prehumans who use it to precede and follow their every misuse of what could have been language.

"You know, that's what I mean, you know."
"You know, my dreams just aren't real, you know."
"You know, Vampirism is a weird kinda thing, you know."

No, I **don't** know! And neither do the mumbling morons who rely eternally upon sound without meaning to convey somehow their nebulous, ill-formed ideas. To use words is to use symbols that ultimately stand for experience. To achieve the understanding of a conscious philosophy requires the use of words, not noise.

Such an observation, by the way, leads us into the second segment of philosophy: epistemology. Epistemology is concerned with exactly how it is that living beings know about reality or, to put it more directly, how we know what we know.

Until a little over two thousand years ago, we didn't know how we acquired knowledge. It wasn't until the ancient Greek philosopher and Vampire, Aristotle, identified the laws of logic. He revealed the principles that demonstrated that **reason** is the only means to acquire knowledge. Reason and **only** reason.

How do we know this? How do we know that reason is the only means to acquiring knowledge? The answer is found again in **definition**.

Reason is the non-contradictory identification of the elements of experience. I will have much more to say about reason and the issue of epistemology in a future teaching on reason, but for now simply consider that there

is no sane alternative to reason for acquiring knowledge. After all, if reason is "non-contradictory" then any other suggested methods to acquire knowledge must be **contradictory**! Such an alternative would "prove" a fact by finding evidence that disputes it! For example, such a situation would require that if a policeman arrested you for a crime, then evidence that you **didn't** commit the crime could be used to prove you **did**! Reason, instead, demands that the evidence is **non-contradictory**. The idea that something **other** than reason could apply to discovering the truth about any situation is obviously insane.

Therefore, epistemology is concerned with how we discover the truth about anything and the Vampiric philosophy states that reason and **only** reason can find the truth.

Yet most people do not agree. They believe that there are alternatives to reason. They believe there is an escape hatch from logic. Usually they call this shortcut to truth "God" or "mystical experience" or "luck" or "feelings". But there is no shortcut to truth - only a short circuit for the mind. To accept an alternative to reason for acquiring knowledge is to reject reason altogether. You can't have your cake and eat it too! You either identify experience without contradiction or you **try** to identify experience **with** contradiction, which simply means you have not identified anything at all! Many people also believe that the claim of evildoers to be logical (as the Nazis did) is evidence that logic is evil. Logic, however, is a tool. Many claim to use this tool but few actually do so.

The reasons why it is popular to undercut rationality with superstitious nonsense are explored in the teaching on the Vampiric God. However, it only takes a moment of rational thought to see that only someone wanting to **evade**

the truth would strive so hard to undercut the ability to identify the truth. Vampirism is a philosophy dedicated to a total respect for the truth ... and damn anyone or anything that stands in the way! The truth is our standard. The truth is our banner. The truth and **only** the truth!

Ethics is the third segment of the philosophy of Vampirism. Ethics is concerned with what actions should a human being take in any particular situation and why? In any given situation is there a proper action for a person to take and how can you know what that correct action is?

The words "right" and "wrong" have been stolen from the vocabulary of the rational and now have come to mean their opposites. This is the direct result of the antihuman ethic of the Judeo-Christian philosophy the Undead created to better enslave humans. In that religious philosophy sacrifice is held to be "good" and rational self-interest is held to be "bad". These words, "good" and "bad", have become so soiled by the blood of millions of victims over the centuries that it is almost impossible to rescue these words for our use in their true meaning. THIS is the reason that Vampirism says that it has gone beyond good and evil, right and wrong. We had to. How can the Vampire explain that if selfishness is "bad" then all of the human family is "bad" since all human actions are motivated on some level out of self-interest? Or how can we get past the massive propaganda of our own creation that states that humankind suffers from "original sin" and is "evil"? How can Vampirism expect anyone to understand that if human beings are **not** evil, then the common usage of the words "evil", "good", "right", and "wrong" are all backwards, inverted?

Therefore, out of an awareness of this confusion we created, Vampires generally abstain from the use of these words. We have gone beyond "right and wrong" and "good and evil" because these words no longer denote anything, but have become part of the tools of the torturers and mass murderers of the centuries. Just as, in George Orwell's novel 1984, language had been redefined to mean what the dictators wanted, so too the old words of ethics have ceased to have rational meaning and must be discarded. Instead we must speak of "useful and useless" in the dim hope that just a few minds retain enough of the spark of reason to recognize what we truly mean.

Ethics has usually been tied to some supernatural source such as "God", but the Vampiric philosophy rejects this superstitious nonsense. The Vampiric ethics is based firmly upon what are the rational actions for an individual in any set of circumstances. Here context is everything. For example, in some circumstances it is wise for the Vampire to proclaim his views and in other situations he will remain silent. What will decide his choice? The Vampiric ethics demand that the choice is based upon what action will benefit the individual, furthering his aims as a person, or will, in a negative situation, cut his losses.

The Vampiric ethics are firmly based upon a total respect and ultimate value placed upon the individual's proper survival. These words are carefully chosen. Not just survival at any cost but **proper** survival. This requires that we define what kind of life is proper and we examine this issue in our examination regarding Sacrifice. Furthermore, we are interested in the Individual's life, not life for the good of all humans or other animals; not life for the good of the majority. The issue of Vampiric ethics centers wholly upon the questions concerning the **individual**.

Finally, there are **no** groups, there are **only** the individuals. Groups are nothing more than several individuals. Life is experienced on an individual basis by the isolated person alone. To say "No man is an island" is to wallow in ignorance. **Every** man is an island, as is every woman and every child. We are born into this world alone, live our lives as individuals and, lacking Will, die in isolation. If your eyelids close to lower the final curtain upon the final act of your life, you will be alone behind those curtains as you have been alone all of your life.

The Vampiric philosophy does not despair of this individual isolation from others; it glories in it. Creative alienation is a source of Vampiric pride, for the Vampire finds not weakness, but **power** in the reality of his separation. He finds personal strength in his uniqueness. He finds mastery in his citadel of self. After thousands and thousands of years of being taught self-hate and personal despair, the new Vampire rises from his lowly origin in the human herd, as mythic Prometheus rose against the will of the gods, and takes the fire of the heavens as his own. He proclaims that this is the Age of the Final Harvest! This is the Age of the individual as God!

Yet so many critics have attacked the Vampiric ethics on the level of politics, since politics is involved with what should be the correct actions between men. Politics is, technically, a subset of ethics in that it is concerned with a code of actions although these are actions relating strictly to society. Politics is concerned with government. Should it exist or not? If it should exist, then what is the best form of government? What are the purposes and limits of government?

Vampiric politics represents a clear-cut return to the political ideals expressed in the founding of the United States of America and its Constitution. The politics of Vampirism fully endorses the writings of Benjamin Franklin (a member of the Hellfire Club of Great Britain) as well as virtually every founding father (most of whom as high-ranking Masons, like Washington and Franklin, were linked to the 1776 Bavarian Illuminati). The symbols of Vampirism are found on every dollar bill, on the Presidential Great Seal and even on "Old Glory", the American flag. There is no doubt about it. The United States was directly founded by Vampires to promote the Vampiric ethical ideals of "life, liberty and the pursuit of happiness". It was a conscious attempt to improve the lot of human beings in preparation for the planned advances in technology and the Opening of the Outer Gates of Power.

Thus the politics of Vampirism endorses a democratic republic led by an enlightened leadership under the guidance of the Undead. To be specific, the Vampires who started the United States recognized the folly of permitting the national interest to be held in the hands of the uneducated masses and instituted a democracy based upon electing representatives of the people. These representatives, who were honest, knowledgeable and well-educated, were intended then to gather to decide upon the best course of action for the nation as a whole while defending in totality the rights of the individual. It was an important step in preparing for the introduction of the Industrial revolution to protect the masses. Every farmer guards his cattle from harm and the new experiment in governmental protection of the individual was for just this purpose.

The Bill of Rights is probably the most Vampiric document in existence today outside the specific writings of the Temple. It was the clear intention of the Vampires who created the United States government to enable citizens to have freedom of speech and freedom **from** religion. Current issues on such horrors as "prayer in school" point to attempts by some to smuggle the chains of religion back into this free, **secular** government. These attempts surface again from time to time as with the 1950s defacement of American currency with the inane motto "In God We Trust" (all others pay cash?) and the introduction into the Pledge of Allegiance of the words "under God". The propaganda attempts of fanatical Christians have succeeded to the extent that now "God", that most hideous of all anti-freedom myths, has become popularly associated with America. (Since these mouthings and posturing do not have a meaningful effect, they have been tolerated).

But make no mistake about it. To read the Constitution and the Bill of Rights is to read the essence of the politics of Vampirism. We do not endorse equality for humans except under law. We do not endorse democracy for humans without elected representation. We are opposed to social anarchy and support individual freedom. We are opposed to unjust coercion and support human rights under Vampiric guidance. We hate mindless human tyranny and endorse enlightened leadership under Our Guiding Hand.

Thus the Vampiric politics are the essence of undefiled American government - undefiled by religion, ignorance and stupidity. Upheld by intelligence, courage and reason.

The fifth and final segment of the Vampiric philosophy concerns art. Art or aesthetics is concerned with presenting in sensory form the essence of an idea or emotion. There

are many forms of art such as music, paintings, sculptures, etc., but art communicates a complicated idea or feeling in a direct way to the experience of the person so exposed. Describing in words what is meant by the word "freedom" may be difficult, but gazing upon the form of a bird in flight as captured by an artist's brush can summarize the essence at a glance. A general might speak for hours attempting to instill courage into his troops before entering battle, but a martial hymn with drums beating and horns trumpeting can instantly inject the feeling of courage.

Art may imitate nature but is not limited by it. A camera can produce art but simply reproducing some aspect of experience is not enough. The content of the picture, or sound (or whatever senses are used to convey the art) must resonate with the elements of experience within the listener to cause the desired reaction. Thus the mindless, would-be "artist" who flings mud haphazardly at a canvas is not creating art (unless the theme he wishes to convey is one of "mindless chaos"). Furthermore, Vampiric art recognizes that by definition, art is a means of **communication**. This communication can be used inwardly for one's own self as well as outwardly to influence others.

The Vampire will use art to communicate complicated ideas and feelings to himself in Vampiric ceremony and ritual and often in the elements of art he surrounds himself with in daily life. As a reminder of important themes, the use of art to communicate to yourself Vampiric principles can inspire, instruct and soothe. How easy it is to forget the importance of pride and heroism when being swept along by the mindless wash of societal norms that promote conformity and humility. A glance at a mirror etched with the Winged Skull of UR or a ceramic serpentine dragon can challenge a senseless moment of personal doubt. A stirring measure of music from Wagner or Beethoven can drive

aside the lingering effect of a mindless newspaper. Thus the Vampire uses art upon himself to remind and reinforce the truths he has struggled so hard to uncover and understand.

Then, too, there is the use of art to affect others. We all have the same physical nervous system and, to a greater extent than is usually recognized, we are affected by the same things in similar ways. As the Vampire is affected by art, so can he affect others with art.

The Vampire will therefore use art to create certain desired effects in others. He recognizes the effects of his personal appearance as a form of art and weaves this level of magic to produce fear or calm, love or hate as he desires in those around him. As a tool of communication, art also becomes for the Vampire a weapon as well as an end in itself. It would be entirely correct to say that the Vampire views art as a way of life and Vampiric art is the molding of the individual's personal lifestyle to express and experience those themes he wishes to promote in his life and in the lives of those around him.

Art thus focuses upon specific aspects of life and, for the Vampire, art becomes life and his life becomes a work of art.

Thus we see, in this brief overview, the range of the five segments of philosophy: metaphysics, epistemology, ethics, politics and art. Everything dreamed or yet to be dreamed by the mind, every desire, every hope, every aspiration to a better life, all falls within the scope of philosophy. To neglect understanding philosophy is ... well, to quote another ancient Greek Vampire philosopher, Socrates, "The unexamined life is not worth living." The Vampiric philosophy is an examination of life, a living of life and a

celebration of life! Like the Vampire, the Vampiric philosophy is conscious, alive and aware!

Thus ends the Vampire Priesthood Bible.



"Knight, Death and Devil." Engraving by Albrecht Dürer, Nuremberg, 1513.



The Vampire Sorcery Bible

Within lies fact and fancy,
truth and metaphor.
Discriminate
with care.

Contents

The First Law of Magic

The Second Law of Magic

The Third Law of Magic

The Fourth Law of Magic

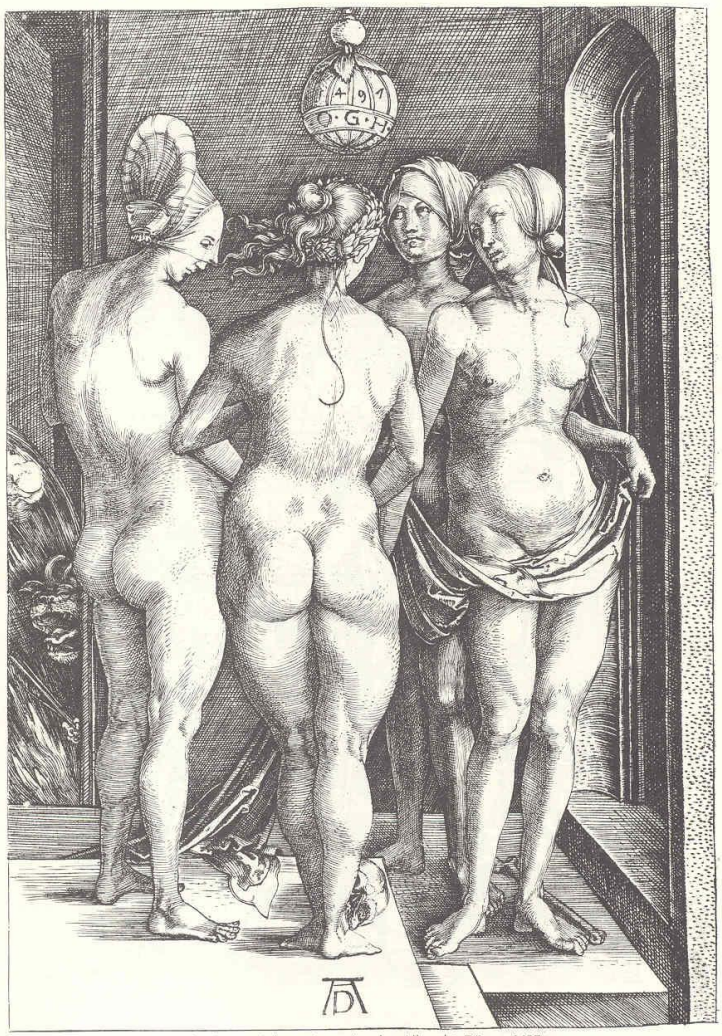
The Fifth Law of Magic

The Sixth Law of Magic

The Seventh Law of Magic

The Eighth Law of Magic

The Ninth Law of Magic



88. The four witches. Engraving by Albrecht Dürer, 1497.

The First Law of Magic

Reality is Democratic

If the number of entities believing something to be true is an effective majority, then their beliefs can alter the reality of all participating entities apart from their individual beliefs.

The Dragon Speaks

I am your innermost Self and I carry forth your dreams into reality. I weave the web of Wyrd and do form your futures from your thoughts and feelings. Cast up to me that which you desire and ignore not your carnal wishes for I am the God Who gives to you that for which you ask.

The humans of your world who hold that the world they see is one world, fixed and immutable, are blind.

Your world is formed from the gossamer of your dreams and the Dreamers Dream their realities through the force of my Will and Wing.

When you turn to Me and question, "How do you know this is true", I return your question to you.

Open you eyes! Look! Behold the handiwork of your creation and learn the power available to you at every hand!

I float above and within you, always awaiting that solitary moment when you look about and doubt the world as it appears.

I wait for your doubt patiently, as a parent awaits the first steps of its child.

The humans of your world conspire to choose their world and when they receive it, do they rejoice? No! They scream in the agony of pain at the events they have brought into being! The multitudes of mankind hate the world in which they live! Now understand why their religions of death are and continue. The masses of humanity who hate their lives can see no other world than the world of pain and torment and torture.

But never dare such be spoken to them, for they enjoy the security of the victim, the sanctuary of the innocent hostage taken captive by an evil universe bent upon torture and destruction. To speak the truth of self-responsibility to such as these is to court purposeless martyrdom!

What humans call "fate" has meaning but in a different sense from their own ideas of it. Multitudes of minds sharing their beliefs in a war to come make that war come. The individual can and does know on hidden levels all these events to come, for even he whose vote is canceled in the great unconscious ballot of reality-making is aware of the changes decided by the majority.

Therefore, be wise and choose absence from any war which humans form. Exercise your understanding of all forthcoming world events. Disasters shall come since humans write and speak continually of such events coming. Famines shall pinch the faces of the young and old since their race believes and shares the belief that such is inevitable.

Within the great trend of the events selected by the ignorant masses, take action to place your individual being outside the grasp of their stupidities! Be wise. Be alone.

Then it is obvious that within tighter circles of your own life you may employ this Magical Law to achieve the goals you desire and live the life you wish to lead. When you speak a word to another, there is an effect. This effect reaches beyond their mere conscious understanding and is communicated to their construction of tomorrow.

And what do you tell others in your circle? Do you choose carefully to only project those tomorrows you desire? Do you divide out your pains from your joys when you converse with humans? For each and every of your mental paintings placed in the galleries of their minds shall create that which is to come!

The wise magician orchestrates the mental music which he sings to others.

Be therefore wise and predict what you desire in your converse with humans or be silent that your fears may die in the lonely chambers of your single mind. For what you speak and write and pass to other minds is gathered by their dreams and cast upon the screen of what shall come to pass.

If you wish to see an abundance of money, predict it! Explain to others that you anticipate its arrival! Show them also the ways in which it will be stored and spent and multiplied. Gather their agreement as to its possibility and then accept it, receive it gladly.

A chieftain does not order wine for his warriors and then cast it upon the earth. A man does not ask the night's pleasures with a woman and then bolt the door so she may not enter. So, too, you must take what you have asked for when it arrives, for the dawning sun will ignore your complaints that you did not wish to see it.

Embrace the sun which rises from the words of your own mouth and if you wish a different morning, send forth the birds of your thoughts to nest in those other minds around you. For it is truly said that the flow of your words to others is increased tenfold with each new mind accepting that flow.

And when you share your desires with those around you, see to it that the future they carry forth is the same you have sent out. If you foretell great wealth and your companions doubt your words, they will carry with them great poverty to form your tomorrows.

So it is that silence is superior to truth by this Law, for to move the power of the minds about you against your dream is to court disaster. Choose carefully what you tell others. Select with caution the futures you are willing to speak on.

Just as the so-called leaders of your world stand on platforms before the glassy eyes of your masses and promise only what the people believe is possible, so, too, you should communicate only those desires which others believe to be possible. Beware the human who will tell you to your face that he does believe in your success and then tells three others of your foolishness!

Ask the human who listens, what he believes can be. Probe beneath the obvious. Drive into the hearts of those who would be too quick to nod and agree.

And it is like the casting of seed when your thought is shared by others. Two minds carrying your goal square your results. Three minds do cube them. Each mind added to your goal in truth does not add but multiplies the power of the change in the Is-To-Be.

Therefore, take care in what you tell others of your desires. Do not waste your efforts like those poor fools who will oppose the minds of billions. To seek to alter all that is by means of the First Law is to ignore what this Law truly means.

All mothers will slay to protect their young. All men will seek to ravish young women. All nations will hold death over the heads of other nations. All human beings will do as their natures demand.

Do not seek to oppose the amassed dream futures of humanity.

Be wise. Seek to achieve your personal desires within that dream. Know that when you speak to another of the time to come, you do speak to Me. It is I Who shall bring about that which you desire. It is I Who listen.

Therefore, as one of My Chosen, you manipulate the minds of those about you to accept that which you desire to be yours.

Communicate and Receive!



230. The Goddess Heresy. From a satiric anti-Reformation handbill designed by Anton Eisen, Paderborn, Germany, late sixteenth century.

The Second Law of Magic

Deceiving and Leveraging

By tricking another into believing what is desired,
that falsehood can act as a springboard
to alter the structure of reality.

The Dragon Speaks:

I have been called the Father of Lies. I wear this title with pride for I know full well its true meaning and the value of falsehood.

What is truth?

This dream you call reality holds the weight of your convictions well, you may believe. Yet in the night lurk those monstrous exceptions your scholars and priests studiously ignore. The lights that dance in the sky and lower to capture the lone individual, these, my minion of the fey, are held as illusions by your warrior chiefs and priestly leaders.

Though the daemons of ten thousand years march through your halls, their thunder reverberating across the land, still your scientists and prophets of doom will not admit their reality.

Yes, I am called the Father of Lies for you are my children. Yet, the stumbling fabrication of the child is but a source of humor for the listening adult who sees through the blundering attempt. To be capable of presenting a successful deception requires wisdom and planning.

Listen now and learn the ways of the God Who speaks His Own Truth and thereby makes it the truth of all!

Two humans meet in a dream. One states the sky is red, the other states that the sky is green. Both state what they see. Which is lying?

And I tell you that both men are telling the truth as they do experience it. Each has his own dream to perceive and create. Each has aspects of the dream in common with the other. To each, the other is lying.

Five billion humans meet in a dream. Each reports a different experience of what is real. Each contradicts the report of the others. Which is lying?

And I say again that all are telling the truth as they do experience it ... except those few with the wisdom to describe the reality they desire, so that they may then alter the dream-creation of those others. These Masters of the Second Law deceive the others so that others will believe the intentions of the Masters and so that these Masters may then delicately control the results of those beliefs.

Consider the tribal leader crossing a dry desert and discovering the loss of needed water. Does this Master report the present truth when asked if all is well? No! He deceives his followers by stating that the waterskins are filled to the brim and all is well in every way. Then his people will maintain their intention to cross the desert without the drain of fear. Then will the waterskins not empty as quickly without the panic which would have driven thirst to fever-pitched levels. But

LO! As his followers do accept and believe, the water does increase within the skins.

For I tell you that all is a dream and the dreamer creates all within his dream in accord with My Nine Laws of Magic.

You fear-filled fools of earth! Cast off your shackles of clammy skin and restless nights! You have power the likes of which you have yet to begin to imagine!

Yet the king clings to his chains in the dungeon, refusing to leave the dark cell of his moment's beliefs, to gaze upon the glories of the kingdom which is his!

I tell you that the holding to undesired beliefs is no different than the chains of that crazed monarch. There is nothing sacred in choosing only the manifested reality as the sole truth of your experience. The wise man will attend to seeing what others believe to be true and then create the truth he desires. This truth he will lay before the others as a merchant would spread a fine carpet. The fabric of this other reality will be complete and tightly woven, no flaw or loose end to distract the buyers' eyes.

Then when the others accept the value of the carpet will the wise merchant draw it back as no longer for the selling, that the others' desires to have what is withdrawn be wetted the more keenly. So, too, the wise Master of the Second Law will hold to his truth, as any man with certainty will, so that those now aware may be drawn further into making it become a mutual dream, an agreed-upon reality. In all things, the beliefs concerning what humans hold to be true is of the utmost importance, for it is from such threads that I weave the reality of your experience.

And know that each man is like a granite boulder atop a hill. Unmoving, the great stone rests, defying the efforts of giants to disturb it. Pitching down the steep hillside, rolling, the huge rock cannot be stopped by mortal efforts but will reach the valley. Inertia and Momentum. The human stiff in his beliefs and the human changing his beliefs. Once deceived into believing something other than his usual view, the human is in motion, rolling down the valley of your illusion. Now it is easy to guide the direction by lateral pressures, by impulses from the side where he cannot see.

I tell you to never stand before the juggernaut of a man's changing viewpoints to oppose them but, instead, channel the direction of his motion. Leverage his motion by appropriate suggestion and falsehood.

The true sorcerer is the Son of his Father who moves the ways of the world from unseen quarters, seldom suspected and always in control. Cloaked by the shadows of the web of created thoughts, I, the Lord of Darkness, direct the minds of the multitudes in accordance with My Will.

Be therefore wise as your Father, and divert attention from your acts that you may always achieve your ends. Deceive, that you may reconstruct the dream of reality in accordance with your will. Leverage the changing expectations of those you have deceived that you may multiply the power of your work and reap the harvest of your desires.

Magic is obtaining what you desire. Rise above the taboos of your tribe, the narrow platitudes of morals which would bind the words you speak and the illusions you may form.

You are unlimited in freedom to create what you wish, and, as God, may declare that what you say is, is!

Oh, yes, I am only too aware of the empty threats made by your priests who worship death as they would claim eternal punishment for those who will not agree with the world "as it is". These true liars cannot begin to see the truth that you are, indeed, the truthspeaker and worldmaker.

Is a dream a lie? Is a thought a falsehood? Must all words only conform forever to the rigid past so that all men stifle in the clasp of a dead history? Where change is absent, life has fled. These walking corpses dare not challenge the present reality with the mildest hope of magic. Their gray lives depend upon the bland, the tasteless and the decayed. These creatures of the tombs cannot move their frozen mental joints to consider one truly new idea or their minds would collapse in the dust of the centuries upon which they have tediously fed.

These dull cadavers of the insipid present moment of truth stumble into their shallow graves all too soon, their names and words forgotten even by those who attend their last rites.

Be not dead but alive! Seize the possibility of the infinite universes within and before you! Do not settle for the way of the past, but blaze new trails into the wilderness of the unthought, the is-to-be! Weave the futures you desire into believable forms. Lay them before other men that they may contribute their efforts. Then control their reactions.

As in all things to be truly mastered, begin with the small. Select believable fabrications and learn how to so present your futures to men that they may demonstrate their every weakness for you to then exploit.

Seize the moment and make it yours!
Choose in your mind the reality you desire and claim it already
that others will believe it is!

Manipulate their belief and your thought shall take form in reality by the action of My Will!

Deceive and Lever!



The Third Law of Magic

Renaming and Reframing

The context in which one perceives something determines the nature of what it becomes for that person.

The Dragon Speaks:

I am the Fount from which all things come into being so that you may know and name them. I gaze out from behind the dark window of your eyes and project for your perception the world of infinitude.

Yet you have not known the power that lies in how you describe to others what you see. By altering their beliefs, reality bends in accord. For is it not obvious to you how it is the name of something that often determines how the human will treat it?

Consider your governments. Can you guess why it is that your Department of War is now called the Department of *Defense*? Is it clear why your countries go to war to "fight for peace"? When a merchant questions your draft do you understand why they will call it a "customer courtesy" instead of an accusation of fraud?

"What's in a name?" inquired Shakespeare. The answer is ... everything!

Consider your own name. Does it produce the effect you desire? Do you feel that your name gathers respect and attention or does it slip from the mind so quickly that no

one remembers it the moment after it is spoken? I say to you that you should have many names. Let names serve those who name! Consider carefully when changing your name that you may truly pronounce the effect you desire.

The use of titles is simply to impress. Do you address your physician as "Doctor" or by his first name? Call him thus and observe his change in attitude toward you. Do you call a priest of death "Father"? Reverse this and call him "Son". Note the tremendous effect this has!

The authorities of your world have long used the power of names to intimidate and manipulate the sheep-like masses. Titles such as "Officer", "Judge", "Counselor", "Doctor", "Your Honor", "Your Worship", "Your Majesty", and so forth, all bear weight against the cowering individual who does not even realize he has been intimidated by a word.

For the name of a thing alters that thing. The name of an event changes that event. The name of a person makes that person align with the meaning and associations of that name.

Do not dignify your enemies but debase their posture by what you name them anew. Do not debase your own goals by selecting less than the most exalted titles for these, your treasured desires. For Renaming is the sword of the Sorcerer that he may alter reality with a soft utterance. Renaming is the death hammer of the Master of the Third Law, for its surgical use can divide out the desired from the undesired, the new reality from the old.

You have also heard of the power of "guilt by association" and this shift in context is no less effective than placing a

new name. For I say to you that context is everything! How you refer to a person, object or process will cause others to see it in any way you may choose.

Your priests of doom have long condemned killing yet have endorsed throughout your recorded history the slaughter of millions in war after war. How were they able to make of one thing two? Reframing was their simple tool. They would describe killing for a personal need "evil" but to kill for a societal need "good".

But you, My child, do desire more than political manipulation. Lofty beyond your present understanding is the ultimate purpose to which you can place these Laws. For as you position an idea in a different setting for the minds of others, so too does the fabric of reality shift.

And there are two levels upon which this Third Law may operate for your benefit. On the lower level, it is merely a question of altering the human expectations of what is through Renaming and Reframing. On the higher level, it is the actual transformation of what is. Understand this vital difference!

Reframing is deceptive in its simplicity. By changing the frame, the context in which something is considered, you have changed its meaning. By changing its meaning in the minds of men, you then change what they believe to be real. By changing what men believe to be real, you alter their actions and you also change what is real itself.

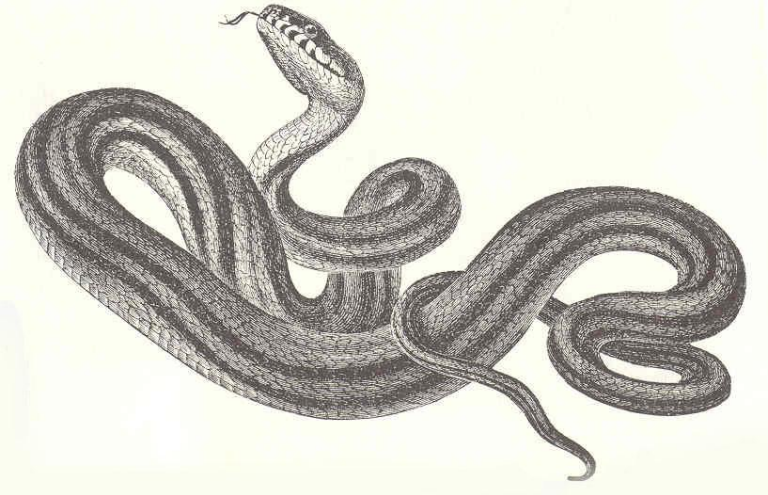
Stepping down, someone shouts, "Snake!" and the rope is not what it seems. Again, as you step down upon something which looks more like a snake, such as a rubber toy, with that shout your perception of seeing a "real"

snake lasts longer. Finally, if you should step down upon a mobilized replica of a snake which then "bites" you, you might die from the venom!

The coroner would not find poison in your system but with sufficient "knowledge" of seeing snakes before your death, the poison would be found!

You have much to learn of what you call reality and how it is, indeed, a dream. Yet, for now, I shall only remind you of the power of the Third Law.

Rename and Reframe!



The Fourth Law of Magic

Naming and Commanding

By treating physical objects and situations
as conscious entities
one can cause them to respond to direct commands.

The Dragon Speaks

Hear Me now as I speak on this,
the first Law of the Magic of Control.

Your natural mind holds within its patterns the key to Control and its magic of power. I gaze through your eyes and see in your world of experience the Life that is there. Yet for the blind humans of your world there is no Life in the nature of reality. The rocks and trees, the vast sky of night with gleaming worlds, the hard walkways of your cities, all, all are held by your kind to be dead, devoid of life and awareness.

In the tomb, the dead do not move. In the grave the body is still. So, too, your world, the world I bring into being with your every glance, is held by the dead of your fellow humans to lack Life, awareness, vitality.

It is not so!

Rise from the sepulcher and see the life in every item of your existence! For from Life only, may Life come. The

stillness of an object in your gaze is no proof of the Mind behind its present form! Pierce beyond the surface of things! Question the habits of the foolish fathers of your tribes. Understand that in the seeming ordinary there is the profound, the numinous!

You need not believe. Yet I demand effort! I have no patience with the child who would instruct the Master. The Master now speaks to you and commands that you make the effort. And, again, the effort flows from the nature of your mind as it is. Within the common actions of your own Life and words, the truth of this Law is revealed!

To Control your world, you reach out with your grasping hands and seize the objects of your experience. You squeeze. You pull. You push. You have come to expect certain responses from the elements of your world and you cannot resist the desire to do so within the range of those things over which you have already demonstrated Control. It is the nature of your mind to exert Control over your world.

And what do you do when the normal level of power over the ordinary things of your life is defied? How do you react to the nail which will not enter the wood from the blow of your hammer? How do you treat the hammer which slips and strikes your hand? You curse it. You punish it! You threaten it! You treat it as a Living thing which has offended you by its failure to obey your will to Control it.

When something over which you have formerly demonstrated Control does not abide by your will, you address it as a living being. You react to it as to a rebellious slave. You see it as a being who has betrayed you. You recognize the spirit, the living essence of the

object before you and you Command it to obey your will or be damned!

In this, your natural mind swells and breaks free of the intellectual lies of your species. In the moment of pain or frustration, you give voice to the higher truth of this Law. For it is in the consciousness of the object before you that you sense a denial of your power, a rebellion from this subject within your kingdom of experience.

Your dead scholars and dry pundits speak of the primitives of your race with disparaging remarks for their "superstitious" treatment of the natural world filled with "spirits." These fools of the towers of dust-covered books speak of "animism" and the "ignorance" of those who treat a world teeming with Life as if it were alive! These walking corpses would certainly crumble into dust if they would so much as make one attempt to see beyond their own desiccated lives into the living, breathing world of pulsating Life which is your world.

Turn back to your natural mind! Accept your deepest feelings of the awareness of the mirror of existence which I create through your eyes before you!

What an artist creates, he has Control over. The painting can be altered. The colors changed. The scenery modified. The figures varied in posture, action, and appearance. In this same way, through Me you may seize Control over all the elements of your experience. You can already feel this is true for in the dreams of night, I present you with these truths again and again. In the dreams of night, I walk within you to present you with the practice of your Control and its perfection.

And how may you bring into conscious action this first Law of the Magic of Control? This is given to you already in your natural reaction to desire. When you truly lust for a result, when the desire for Control over something in your world is so strong that any block in your path, any resistance to your end, infuriates you, the steps are already taken. These steps are present in the most mundane already. Now these steps shall be presented to enable your expansion of Control.

First is Naming.

By naming the object or situation, you recognize its Life. Your choosing a Name for this seemingly "dead" and unresponding thing, resonates with My Truth. For there are no experiences not arising from My Awareness. There are no objects, beings nor activities apart from Me. I am the Fountainhead of the Universe. I am the Creator of All That Is. I am the Awareness behind your eyes and the cinema screen upon which the experiences of life are projected for you to know and have. There is nothing apart from Me and I am Thee!

Naming is breathing the Breath of Life into that which is already alive! It is coming into Agreement with My Reality, My Truth, My Will. For it is already so! There are no parts of experience separate from the shining wholeness of My Being. All is alive! All is aware! All possesses the whole of My Power and Awareness. I, Who am within and without, cannot be evaded, only denied. Cease your denial of My Presence. Name that which you wish power over and the Life within it shall awaken to your presence. For LO! There I am also!

Second, then, is Commanding.

For now, upon Naming that which you desire to be Controlled, you may also Command it! That which you have Named, you can also Command for a slave must hear and obey. That which you have granted Life through the recognition of Naming, can hear your voice and respond! Thus the mechanical shall bend to your will. Thus the circumstantial shall bend to your will. Thus the coincidental shall bend to your will.

Yet, your resistance to this Truth is strong. How long will you sit upon the debris of your human lies and defend that which does not work for you? What is there for you to gain by denying the deepest truths of your own experience? In anger you have demanded Control! Now I turn to you and demand Control directly having learned from your anger. For your anger drives forth from the depths of your frustrated desires. Long you wish to attain. Long you are barred from attainment. Then, from the depths of My Truth you scream out to the world of objects, "I know you mock me! I see your rebellion! Damn you! Curse you! Obey me now!"

Can you remember now how your world then changed? Do you still cling to the amnesias of belief which would have you deny these past times when you seized Control and the world bent to your will? Anger has worked this Magic for you before. Will you remember? Will you tell yourself the truth at last? Will you deny Me yet again?

Commands given by a leader who knows he is in power over his armies are obeyed. Commands are issued by generals who do not doubt that they are in Control and have authority. So, too your natural mind recognizes the Truth of My words to you in your own actions.

Will you choose to recognize this Truth now and take Control? For the Commands you give must be given as a Master of your world to the objects of your desire as subjects who must obey!

I am your Innermost Self and I am the Creator of all you can see. The world exists only to serve you for this is My Will. Yet, I will not force it upon you! The King can remain hidden in his dungeon if he so chooses. None will drag him to his throne. He must seat himself there of his own free will. None can do this for the King, for the King Commands.

Long you have clung to the weakness of the human. The comfort of your tribal beliefs offers sleep and death. My Path offers Power and Control, the fulfillment of your Destiny! Which will you choose? For the choice remains yours alone. Choose now while there is time!

Name and Command!



The Fifth Law of Magic

Connecting and Patterning

By realizing the illusory nature of time and space
one can bypass their limitations to produce changes in
reality.

The Dragon Speaks

Now attend My words as I speak further on
mastering the Magic of Control.

The haughty members of your race feel they are secure in their knowledge of the nature of reality. Your astronomers lecture on the structure of distant stars and your chemists expound on the microscopic atom. Your leaders knowingly draw lines on maps and your inventors confidently draw lines on blueprints. All are wrong. All are blind. All are fools.

The world you see is not as you see it. The universe of your senses is not the universe as it is. For you believe in the dimensions of illusion. You and your tribes believe in the reality of the dimensions of space and time. You are mistaken.

What you see as the objects of experience has been molded by your expectations and you have been fed, led and bled by the errors of your beliefs. For you have added to the reality of your senses the errors which blind you to the Truth of reality and your position of Power over it. Hear now the Truth and discover the Power of the Mastery of the Magic of Control!

Connecting is realizing the illusion of space.

At that long ago place you call your youth, when words came to your lips and you practiced the beliefs of your tribe, then it was that you came to project the idea of space upon your experience. For space is added to what is. Space does not exist apart from the idea of the word itself.

Do not dare to judge My words
without complete understanding!
Hear more and learn!

What is this idea of space to which you cling so tightly? You gaze out before you and proclaim that space is "obvious, immediate to the eye, self-evident."

What rubbish you carry in your narrowness! You eyes are worse than useless for you have covered them with the blinders of belief! You do not see what you see, but hallucinate!

Look now at your hand. Gaze at the "space" you claim is between your fingertips and your palm. Now close your hand into a tight fist.

Are your fingers now touching your palm? Yes? Then there is no space between your fingers and palm is there? That is correct. What touches has no space between.

It is, in fact, "self-evident" that when you touch something, anything, there can be no space between you and that which you touch. Touching requires that there be no space. Touching can only be when space is not. Remember this. It is vital.

Now understand that when you glance upon some element of the universe with your eyes, what this means. The light moving from the object must touch your eye for you see it. Is this not what you have been taught by your scientists? Then if they speak truthfully on this, what you see you are touching with your eye. Yet what you touch you are in contact with. What you see is not separated from you by space or you could not see it, you could not touch it with your eyes.

The same holds true for the rest of your normal sense organs.

What you hear requires that the moving waves of air touch your inner ear.
Therefore what you hear you are touching -
and there is no space.

What you smell requires that the odor must touch your inner organ of smell.
Therefore what you smell you are touching -
and there is no space.

What you taste requires that the flavor must touch your tongue.
Therefore what you are tasting you are touching -
and there is no space.

Thus that which you can experience through your senses, you are touching.
What you touch removes the possibility of space.

So, too, with the inner senses of the mind. What you see, hear, smell, taste or touch in your mind must be felt by your mind or you would not know of it. You cannot think a thought which is not perceived by you by some inner sense.

It may be a vision, a sound, a feeling, or other sense, but the mind requires form for the thoughts which compose it.

Thus whatever you may experience,
whether apparently outward or inward, you are touching.

Thus all that you may experience lacks space.

In truth, only space itself cannot be experienced! And why is that? It is because space is a lie, an illusion, a deception invented by human words to divide you from the reality of your world and deny you the Power of My Magic of Control. To recognize that space is not, and that you touch all that you may know, is the beginning of authentic Power and true Magic.

What you can touch permits you the possibility of manipulation, of Control. The most ignorant of your species can easily move a stone once he has it within his grasp. What evades you yet, is to move that stone before your hand has grasped it. How can this be so?

The stone you see, you are touching already. What you touch you may Control. It is only your dogged disbelief which stops you. It is only the habit of your belief in space as real which prevents your Control. Your worship of the belief in your separateness from the universe entombs you in a world of false limits. You need not believe My words. These you may test and discover true.

The king must first believe there is a door to his dungeon before he can contemplate escape. If then he looks about for it, he discovers that the door is open wide. He was never locked in! He needed only to cease to believe he was trapped, to discover he was free.

This is the condition of the human slave in his belief in the concept of space. He is trapped into weakness and despair by his own error of perception. He is a prisoner of his own blindness.

For I tell you that all you may experience you are at one with, touching all by Sense and Mind. And that which you touch you may Control. When you realize that everything is touching everything else through Me, and that there is no space, then you will perceive the Patterns of Force. You will then realize that any Patterns of Force against any single segment of the universe will produce the same Patterns of Force with all other segments.

If you line up ten men in a row, each standing an arm's length from the other, pushing against one will result in no effect upon the others for they are not Connected. If, instead, you have these ten men stand touching shoulder to shoulder, then pressing against one end will move all the others in line as well.

So it is with recognizing the Patterning of the universe. First you must drop the belief in space through realized understanding which is Connecting. Then comes the recognition of the Patterning universe, the weave of the web of reality in the carpet of your experience.

Yet there is more, for the blindness of your species imposes yet another illusion upon My world and its name is time. Time does not exist either but is another misperception of the reality of experience. And how is this? I shall explain.

For the illusion of time to impose itself, there always requires a mental comparison. When you first began to hear My words you can remember this as an event. You may project a mental picture of the place you were when this began. Then you compare it to what you are experiencing now. This comparison you call "time." Yet there is no "time." There are only two experiences, at least one of which is mental, that causes you to claim there is this ghost you call "time."

It is not. There are only the experiences and your measurement of the differences between them.

You gaze into a looking glass and see there the image of your face. You conjure into experience the image of your face as a child as seen in a photograph. The process of comparing these two experiences you call "time." But time no more exists than space. The truth of My world is greater than this weak, meaningless error you call time. The truth of the world is that of eternity, of timelessness, of the absence of time whatsoever.

There is no past. There are only mental experiences you call "the past" and you experience these in this moment or not at all.

There is no future. These experiences, too, are only mental visions which you call "the future" and this too can only be in this moment or not at all.

In truth there is only this moment.

There is no other!

Thus the Connecting is made complete. For I tell you, as you release your mind from the chains of the belief in time,

in a past and future as an existent "place," you will realize ultimate Connection,

All that is, must be, and eternally is, in contact
with all that it has ever been with "before."

Once together, always together, eternally.

The conscious act of dropping time from your awareness reveals a condition of connectedness with anything which has "ever" touched anything else. The conscious act of dropping space from your awareness reveals a condition of connectedness between you and all you can experience. These two, taken together reveal the Patterning of the Forces of the Universe and My Presence in all you perceive.

Thus Connecting and Patterning is used in the Magic of Control through the realization that an action taken upon any part affects the whole as there is, in truth, no separation. A crude application of this Law can be seen with the human sorcerer who takes a lock of hair and treats it as he would the owner. To the extent he can ignore his belief in space and time, his efforts can produce limited effect. Yet he remains limited for he acts from substituting one error in belief for another. The mere believer lacks understanding of the Laws of Magic.

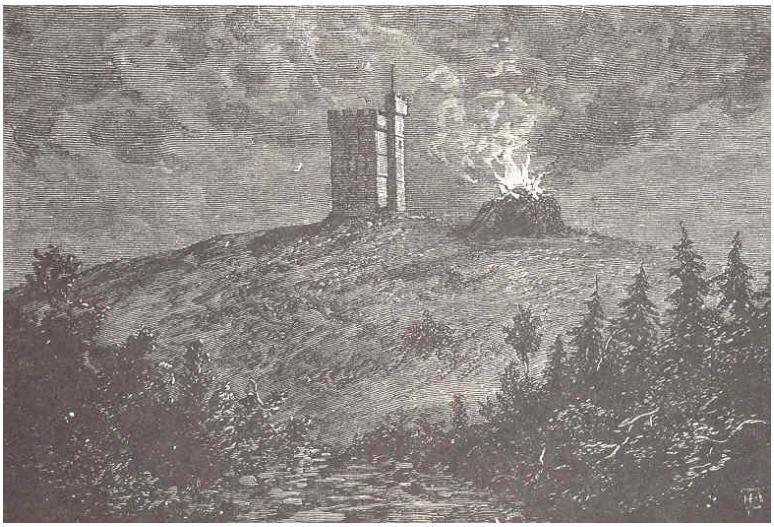
The true practitioner of My Magic sees past such ignorance, and seizes the essence of meaning. My Highest Magician will directly act upon the principles of My Laws and cause reality to conform to His Will. Yet, he will act from Truth and rise far beyond the imposed limits of the human who will, by retaining ignorant, be always restrained from the greatest success.

And thus it is and shall always be. For the Truth of the universe is not to be defied without a price, and that price is a failure of Control. No evasion is possible. No denial without its price.

For the one who will learn the Laws and apply effort, the Control of reality falls in his Power.

I am within and behind all Forms. I am the Weaver of the Web of Reality. Know Me!

Connect and Pattern!



The Sixth Law of Magic

Forming and Filling

By empowering a vision of a desired future with Lifeforce reality can be made to Manifest that vision.

The Dragon Speaks

Hear Me now as I reveal the final Law to grasp the Magic of Control!

The Magic of Control rests upon the three Laws of Naming and Commanding, Connecting and Patterning and this, the Sixth Law of Magic, Forming and Filling. In Naming and Commanding, the spirits of the universe obey the magician by responding to his Commands. In Connecting and Patterning, the illusions of both time and space are dropped in favor of the view of the Web of Force, My Web of Wyrd, which binds the whole of the universe together. Now, the final Law of the Magic of Control, Forming and Filling, relies upon manipulating the Force itself to shape the desired future and empower it by the Filling of that Form with the Force of Life, the Lifeforce Itself.

All that lives, breathes. From the lowliest creation to the highest Form, all that lives must breathe. Yet there is more to this than the simplistic notions of chemistry and physical anatomy. For the breath carries the Power of Life Itself as the breath is the Bridge between the worlds of Dreaming.

You may choose to breathe more deeply, more slowly, more rapidly, controlling your breathing rhythms with ease. Yet, also, you can fall into sleep and your breathing continues as your body maintains the act in your absence. Your breath is the Bridge between your conscious Will and your inner mind, the body mind, the animal mind, the natural mind, the mind untainted by the errors of your tribal customs. This natural mind is close to Me and is close upon the Power of Magic. To be a true magician is to unite with this mind in recognition of My Presence and Power.

And how is this to be?
I shall now explain the means and the meaning.

Throughout all the histories of your species there have been the tales of magicians who have controlled the Forces which inter-Connect the seeming parts into the Whole. In each of your cultures there has been the stories of those few who would accumulate and manipulate the Lifeforce by many names. Your Pacific islanders spoke of "mana." The rishis of India spoke of "prana." The Chinese spoke of "ch'i." The Japanese spoke of "ki." Many are the names and symbols for This, the Blood of the Dragon, for This, the essence of Life, the fluid Force of Life, My Lifeforce.

Magicians throughout history have taken This, My Lifeforce, gathering It, cherishing It, and using It to Fill the images of their desires. And when the accumulation is sufficient, the Form is Filled and precipitates from the astral into the physical, such that Manifestation is complete. Thus in this, the highest Form of Control, I present you with the Sixth Law.

Now the magician who passes up his own Lifeforce to Fill the Form of his desire, weakens if he does not become One with My Truth. For his belief in space and time isolates his being from any but the most meager source of the Magical Fluid. He relies only upon the small cup of his own body rather than drinking from My Ocean. Thus it is folly for the magician to strive to attain the Magic of Control while clinging to a fragmented universe. He condemns his efforts to frustration and failure. Without Me, the Connecting Web of Forces cannot be tapped. With Me, the infinite Connection to the Lifeforce is achieved.

In his ignorance, the self-deluded human would-be a magician superstitiously believes that there is "energy" in the air, or the physical blood, or other isolated material components of reality. The ignorant human will add a belief in an "energy" in the air, or body, or other creation as the key to Magic. He is wrong. From this error comes the abomination of sacrifice. I will not abide destruction for the sake of creation. The fool kills in the hope of gathering Lifeforce when all he does by such action is to spill it out in needless waste. Do not kill. Do not Sacrifice. Such comes from ignorance and is not in accord with My Will.

The ignorant human desiring Magical Power blindly mimics the applications of Truth which My Magicians understand, and understanding, perform, and performing, reap results. It is for you to apply the Principles of Truth embodied in my Nine Laws of Magic. Then shall you see clear your path to the result you desire. The ignorant wander blindfolded but claim they can see. It is for you to remove your blindness. See, and then act true.

Thus when you wish to bring a desire into Manifestation, you shall first create the Form of that desire before the eye of your mind. You shall so describe the wanted event such that you may recognize it upon creation. It is not enough to say, "I wish happiness," for the drunken fool lying in the street has that already! You must be specific enough regarding that which will bring you the happiness you desire. Then only shall the Form exist in the astral for the eye of the mind to see.

Those who are weak are separated from My Being. Thus to have the Power of creation of Form, surrender your illusions regarding the universe as men see it, and see it instead from My Eye alone! Reject the twin prisons of time and space when you desire to create a Form of a desire you wish to Manifest. Recognize that all human language is bound to time and space, so leave behind the words of ignorance and see the Form of your desire directly! The words of language may chain you to the limits they create through illusion. Do not let them so bind you!

Then, when the Form comes into the minds' eye such that you may recognize it, cross the Bridge of Life and draw in the Universal Lifeforce, the Blood of the Dragon, My Connecting Web of Universal Forces. Move the breath of your body free from the limiting illusory beliefs of time and space. Move the breath of your body to open the Inner Gate to the Lifeforce so that it may Flow and Fill the Form of your desire!

And as you gather My Force, the Dimension of Agreement shall falter. The experience of the universe around you shall fade, and swim, and pulsate. The force of your desire shall direct the Lifeforce of My Being into the Form of your desire and this shall alter that reality of Agreement

such that Manifestation is! Thus you must not fear the alteration of experience around you, but remain a channel of directed Force, as the Form is Filled to completion.

Creation is the Sword of the true magician. Creation comes from the mental into the physical. Creation follows the Form of the Agreed reality as it already exists. Thus your Manifestations will tend to come into being within the apparent "normal" structure of reality, at first. What you call "coincidences" shall be the path of least resistance along which most of your Manifestations shall move into your awareness. Yet, there remains the direct path. There shall come to you, in your mature practice of My Nine Laws, the immediacy of direct Manifestation. And this I shall describe in the Ninth Law.

For the Truth is this: The false concepts of time and space define the elements of the Plane of Agreement, what the human calls the real. Rend the identities of these two lies and this Plane quickly becomes plastic and amorphous. This lies at the heart of the Magic of Control. It is in grasping this essential that all the rest follows.

Thus the chanting priest, the shaman taking the drug, the sorcerer casting his spell, these are all acts of ignorance, the dumb imitation of the appearance of Magic, lacking its substance. These blind gropings to alter consciousness lack direction. The specific direction is the Vector I have spoken of here. It is the Path of a Minor Vector running from the Pole of Normal Waking, upward with reduced Agreement along the Plane of Ignorance, and then curving downward, gathering Agreement, approaching the Pole of Magical Power.

I shall later discourse upon the Pathways Through To Other Worlds, the Four Dimensions of Experience, the Nine Gates and the Nine Angles, the Cube of Experience and the Great Trapezohedron, as well as present the Table of Gate Relationships. For know this and know this well! My Nine Laws of Magic are the Laws of the Science of Magic. The elements are understood. The map is clear. The relationships known. The Power available. It is for you to apply your effort in the mastery of this Science.

My words are careful instructions to he who would abandon superstitious ignorance and embrace the Truth of this Science of Magic. Thus I end My discussion on the three Laws comprising the Magic of Control. Know that these three all stand upon the dual recognition of the illusion of time and space and the leverage of that fact to soften the hard edges of What Is and to favor the desired Is To Be! And thus I say unto you:

Form and Fill!



The Seventh Law of Magic

Opening and Expecting

For those who recognize that life is a Dream,
experience then conforms to authentic emotional
expectation

The Dragon Speaks

Open your mind to My Words of Truth
that you may triumph through Me.

Your strutting, and self-deluded "teachers" would twist the truths of the ages. And well it is so! For by their debasement of the essence of reality, they enslave generation after generation according to My Will. Yet now, for you, who read My Words there is this shaft of light to direct your understanding. Read well. Heed well.

When your flesh body rests and you sleep, then comes to you the world of dreams. Here, those of the human animal slog forward from gossamer image to image, unaware, unawake but drugged with the sloth of stupidity. When awake, these cattle speak of dreams as less than real, mere passing fantasies lacking substance, lacking power. Most will rise from their stupor and cast off by an act of folly the memory of their nightly journeys. Most will come to deny that they have dreams at all, so deeply do they seek the blindness of the sun of day!

Yet I say unto you, there is nothing apart from the Dream! Even in the intensity of the burning daylight sun, even in the midst of great physical rapture, there is no difference between the dream of night and the dream of day except in

the Awareness of the Dreamer. There is only the Dream. Now, this Awareness is an understanding of the mind applied to the experiences of life. And that understanding is embodied in the Teaching of the Dream. Herein lies wisdom and power. And that Teaching is that Life is not like a dream but is a dream.

Now in a dream there are two deep truths. The first truth is that in a dream anything is possible. The second truth is that in a dream what you emotionally expect tends to happen. This is the heart and core of the Seventh Law.

Now it is My Will that you should understand the simplicity of this Seventh Law for too often the Vampire will strive to conquer his reality by strength of effort and tension. Yet this Seventh Law and the two which follow require not effort but alignment. The Dream is. The qualities of the Dream are. It is only necessary to recognize this Truth and thus align your intentions with the facts of reality.

You do not create the Dream Itself. You can alter the substance of the elements within the Dream but the Dream is already. I am the Creator of the Dream. You need not waste effort with the thought that you must believe what I say. It is only necessary for you to recognize the truth of My Words.

This recognition of Truth is the Grand Opening of the Seventh Law. To understand that everything is a dream is to be Open. And when you remember that I am Your Innermost Self, never separate but your Innermost heart of hearts, then you shall remember also that I am the Dreamer and, thus, you are the Dreamer.

The humans that crowd this plane of life deny these truths with their words but betray their error by their actions. In every truly painful trauma of their short little lives they rise up on hind legs and moan in despair, "I must be dreaming." Yet they learn nothing.

The Grand Wheel of Existence crushes the ignorant beneath its heavy track. Ever and again the truth of the Dream of Life is forced upon the milling masses of humanity yet they cling to their falsehoods. They deny the proofs of their senses and reject the evidence of their experience.

I cast forth in the path of all who breathe the anomalies which assault the fortress of the closed mind. I create and press forth into the forests and skies and lakes and mountains and deserts the creatures of the Dream. I appear again and again as the winding Serpent of the waters and confront the ignorant with My Form. I cause to rise up the legions of the ancient demons of the night, the Fey, the Gentry, the denizens of what the blind call legends and now label as "hallucinations." What a meaningless word is this last!

I send forth Those Who would gather Lifeforce upon the winds of night in changing metallic ships which glow and dart and astound the eyes which see them. I send down My Children to feed upon the sleeping herd of humanity, abducting those of promise and then assaulting their limited beliefs with undeniable terror and mystery. These are then returned to their narrow lives as seeds to grow in the midst of the garden of Earth until the Harvest comes.

Thus through all the ages of humankind I have played the panpipes to call to Awakening those few who would listen.

I have challenged through the ages the dullness of mind and sense which denies the Reality of the Dream. For the masses there is chaos, borne of their stubborn denials. They huddle, clinging to the calming lies of their priests of death.

For the few who are Chosen, I send forth the intensity of Confrontation in accord with their natures. To some I send the swift devastation of complete terror with disruption of family, home and health. To some I send the seduction of compelling mystery, presenting seeming contradictions as clues to a great puzzle. To others, I openly present these words that they may ascend smoothly the steps of the Temple of the Five Angles, which is the Map of All Possible Worlds. Read well and learn!

Thus it is that I cast out My Net to ensnare those few who are My Children that they may grow in wisdom and power as is My Will.

And how is it that you may grow? First it is to know and align with the Truth of the Dream. Set aside your human-taught beliefs which deny the reality of dreams at night being "real." Set aside your human-taught beliefs which hold that the material world alone is "real" whilst the experiences of the mind are "unreal." Finally, view all as a Dream which, through Me, you are dreaming. All is a Dream. To align yourself with this Truth is the Opening and the first half of the Seventh Law.

Now to create those experiences you desire, you need only Open to the Reality of the Dream and then truly Expect what you desire. Yet how this may be done will, in the beginning, require some care. Fools parade their misguided belief that "thinking makes it so" or "one must be positive"

or other such nonsense. All these ideas are based on lies. How can the mind of man strongly believe in something disbelieved? How can you bite your own teeth or see your own eye? The effort required to even attempt such folly belies the realization of any success.

First build upon what you feel is possible. Do not attempt to expect that which you yet hold beyond possibility. To be truly Open and to know that All is Dream and that you are the Dreamer, is to go beyond the limits of all so-called "impossibilities." Thus, your limits reveal your lack of knowledge. To gain this supreme knowledge requires experience of the Truth of the Dream. To acquire this experience requires, in turn, that your exercise of the Seventh Law defeat larger and larger limits, step by step. Do not attempt what you believe impossible. Instead, discover that by increasing practice of the Seventh Law that what you considered "impossible" was not so.

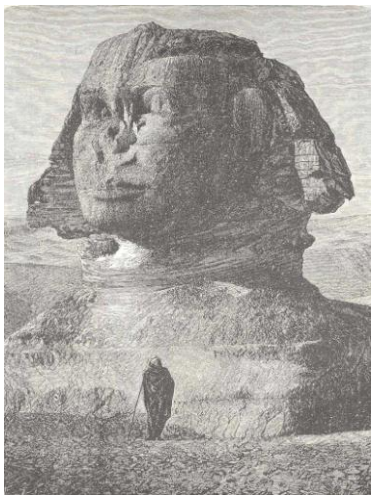
This second half of My Seventh Law is the "Expecting" and is deeply emotional in nature. Expectation is a feeling. You may wrap the words of your tongue around this Expectation. You may position this feeling on a stage of images and sounds. Yet the essence is a feeling, an emotion.

Now the secret. The more intense the emotion, the more rapidly the Dream will shift. The error here is always the same. The sorcerer will fail to engage emotion and substitute some thoughts, or stylized words, or ritualized gestures, prayers, or other extraneous activities. All such are to be used to stimulate and deepen true emotional expectation. For can you not see that what you truly want and truly expect is driven by the engine of strong emotion? The blind man may hope to see, may want to

see, may plead with his gods for a healing of his eyes but it is only when he is certain of success that he will truly expect to see! And with this honest expectation comes great emotions. It is a living and moving circle of influence. The knowing, the expecting and the emotions chase one another revealing the source of My most ancient Symbol, the Ouroboros!

So I say to you that to employ My Seventh Law you need be ready to Open to the Truth that All is Dream. Then select that which you believe is possible for your magical goal. Follow this with emotional Expectation that the goal shall be precipitated from the astral dreams of your heart into the vision of your eyes, the grasp of your hand, the hearing of your ear, the reality of your senses.

Open and Expect
the results of your Sorcery
through My Being!



The Eighth Law of Magic

Dreaming and Gathering

By consciously entering the dream state it is possible to merge with others in their dreams to share a mutual reality.

The Dragon Speaks

Now hear My Words and understand
the Opening of the Gate to Other Worlds.

In this present age of hubris, the human slave believes all he is told. He accepts as absolute fact the manufactured histories of the past, written always by those who won the wars of blood and power and not by any other. The present age is filled with fools who brashly preen in the light of their own exaggerated self-importance. This age overflows with the ignorant who believe themselves to be all-wise. They cannot taste My Blood for their cups already overflow with their own insipid folly and there is no room therein for wisdom or truth.

Thus I demand of you to empty your cup of beliefs and hold that hollow vessel above your head that I might fill it now with My Words. Open your mind that it may be filled with Light. Release your former beliefs that you may discover the Truth.

All is Dream. Upon this Rock I have built the Worlds of Experience. In the Seventh Law I have told you to Open to this Truth that you may Expect the results of your desires.

The more intensely and completely that you may Open, the more rapidly and firmly the new reality is brought into sensory awareness through the Dimension of Agreement.

Agreement is necessary between minds so that reality can be shared. You may also say that which is Agreed upon as real becomes real to the senses between men. The essence of magic is to produce results which can be demonstrated to others and not limited to the closed cloisters within the walls of your own mind. Agreement is what the mad lack and why they sit chained upon the floors of asylums, bound away from the Agreed reality of their fellows. In these days those chains may be strong drugs rather than cold iron, but the walls of their prisons remain as a solid warning to the sorcerer who would ignore the rigors of achieving Agreement with his magic.

Now I Open the Gate to Agreement
through the Plane of Dreams.

Heed well My Words.

You have long known of the practice of Flying the Dragon. To rise from the physical in the mind's eye, to stretch forth the astral to dart above treetops and drop down upon the bodies of your sleeping victims, to Feed, to exalt, to triumph - these are My Teachings.

Yet now there is also the Gathering. For there are Others of your Kind, My Children, who also rise upon the night's air and take the Lifeforce of the human mass at will. There is this Higher Communion.

Known by innumerable names, the Witch's Sabbat is the Gathering of Those Who Have Risen. When now in the

dream state, your astral body is practiced and loosed upon the unseeing human herd, what then is there to draw you on, to cause you to choose life over the Second Death, existence over the fatal trap of the Dream Sharing? It is the Company of Your Own. Come to the Gathering of the Body of the Blood.

Drink

First drink deeply of Life's Essence
in the sleeping bowls of human Blood,
the Lifeforce.

Rise.

Rise, renewed and empowered, to the heights of the clouds. Rise above the winds themselves into the black starry night 'til the curve of the Earth's edge can be seen. Rise high and gaze up, fixing your eye on the polestar until you see, that Other, the Eye of Set, brilliant and gleaming as none other of the starry host. That Gate shall reach out and bathe your eye with its sharp brilliance, as a torch suddenly thrust in the face.

Turn

Then turn and gaze again to the dark Earth below as you are drawn with speed to the place of the Gathering.
Now you shall discover yourself there, in the Presence of your Elders, Those Who Have Risen.
This is a place chosen for Highest Communion.
This is the Time of the Giving of a little Harvest.

Come.

Come before the Faces of Those Who Rule and Give.
Give of the whole of your Lifeforce.
Give what you have Taken and Give what you have.

Give.

Give all to the sweet mouths of Those Who love you and are of your Family. Share. Share all you have taken and all you possess with Those Who Leap From Body to Body.

Then, when all is done and you lie drained, limp, unable to move on the rock of your Sacrifice, close to the Final Death, beyond hope, beyond despair, beyond your deepest fears, then you shall Receive.

Accept.

Accept this Restoration of Power. Feel the Living Rain of Mercy wash over you and Rise, as One Who has Risen.

Join.

Join the revelries of the Company of the Kings. You shall understand few of the words in the beginning,
for the Music drowns out mere words
with Meaning that floods the mind and body.

Dance.

Dance and flow to the Music, the roaring Power
which sweeps the spirit into joyous motion.

Love.

Love the bodies of Those Who are there to caress and enrapture with an ecstasy far beyond the lowly peaks of physical orgasm.

Ride.

Ride the Totality of Rapture that leaves no room for thought, no room for fear, no room for guilt, no room for worry, but only the all-consuming exultation of supernatural ecstasy.

Time ceases to have meaning. The revels are forever. Even when the cock crows and the edge of the world shudders with the harsh pain of the burning dawn, the Dance goes on within you, the Music goes on within you, the surging Rapture sings within you. You are never the same.

Return

Return then to your shell, the beloved physical body which is your anchor to the Worlds of Agreement. And do not feel regret over your parting from the Gathering, for the night comes again swiftly.

The sun shall finally descend and again you shall Drink, and Rise, and Turn, and Come, and Give, and Accept,and Join, and Dance, and Love, and Ride, and Return.

For this is My Way and this is My Path.
These are My Children and this is My Gathering.
For I am the Dragon and I am within and of you, My Child.

Dream and Gather!



The Ninth Law of Magic

Dreaming and Forgetting

By consciously awakening and ruling one's dreams
the waking world becomes controlled as a dream.

The Dragon Speaks

Now we come to the Ninth Law,
the Law which rules all others.

You are My True Child who awakens in the dreams of night and knows that world to be of your own making. This Dream of Power is that dream in which you have Awareness that it is a dream, you are the dreamer and you therefore mold the dream in accordance with your wishes.

Thus each and every opportunity when entering the dream of sleep you seek wakefulness and awareness of the reality that you dream. Thus, more and more, you awaken in the dream and work your will to rise, to fly, to take, to feel, to live. Thus do you become as a God within your own world.

So too do you then pursue the Eighth Law and merge your dream with the dream of others and share experience, garnering Agreement. Thus you celebrate Communion with the others of your kind, Those Who Have Risen.

And so the channel is deepened in your experience night after night. The world of the dream opens wide to your

touch and you revel in your power over all that you may see and hear and taste and smell and touch. The night becomes all-consuming. You live for the night. You think only of the night. You become the night.

Thus you sink deep into the knowledge that when you are in the dream you may do and be anything. You may rise into the air. You may change your shape and dimension. You may walk through walls, breathe beneath water, see in pitch darkness and make your every wish a reality.

Your inner mind, wherein I rest, forms the habit of knowing that that which you expect comes to pass. Thus do you master the Seventh Law. And each Dream of Power saturates your Awareness with the Dimension of Control for you intend and it occurs. You desire and it is fulfilled. You wish and it happens.

Thus the Dream of Power is the anvil of My Will for your making. Again and again you are thrust into the universe over which your intention is completed as experience. Again and again your mind is molded to expect the magic to happen at your merest whim.

Thus, in the Dayside, when you are distracted from your long years of servitude to the whims of matter, you shall Forget and walk through a wall. Only then will you realize what you have accomplished. You shall Forget and rise into the air to a higher landing, only after to realize what power you have exhibited.

And the release! The laughter! The joy of freedom when you at last realize the Power that has always been yours!

Through the years of your human life you have been constrained within the boundaries of the dream of the Dayside. Fire burns your flesh. You have proved it. Age weakens your body. You have proved it. That which is solid impedes your path. You have proved it. Time moves on relentlessly against you. You have proved it. Space has endured your deepest longings. You have proved it.

Yet in dreams of the Nightside, when the body sleeps, there is this loosening of the constraints of matter and physics. In the dream of the night, there is the world in which you can possess the Magic of Control. In those dreams, even the most stupid man has had the moment in which the limits of the physical world have been lifted and the Power of Godhood bestowed.

Yet, you have gone beyond this mere dream of sleep into the Dream of Power. By walking the dream landscape with Awareness that the dream is a dream and you are the dreamer, you have projected into Control and Awareness.

All that lacked was the Agreement of other minds.

Yet in a dream are not other minds mere dream elements themselves? In a dream is there not the possibility of Agreement within the dream itself?

In the Deidentification Process, you have seen that you, yourself, are not the mind you can know but are even one with Me, the Dragon. For I am the Dreamer of the dreams of the Day and the Night! I am you, behind your eyes, behind your experiences and your wonder and your struggle and your hate and your fear and your Awareness.

Thus, with steady entering of the Dream of Power, you come to Control your dream more and more. You come to expect that Control. You no longer need to imagine how it can be, for the evidence of your senses presents you with the result.

Yet, in the harshness of the Dayside, the world has retained its grip on you and the chains of non-Awareness have bound you tight. Thus you claim to "know" that the world of the Day is "not a dream" while the world of the night is "only a dream." In such words are worlds held in slavery!

Yet an intellectual assault is unneeded. For My Path is seductive and enticing! As you seek out the Dreams of Power and enjoy the Control which comes with such Awareness, I am Transforming your body. Your habit-patterns of nervous reflex are, with each experience of Power and Control, being reshaped by My Will.

And, given enough time, the Transformation is sufficient.

Then you shall Forget.

You shall Forget that you are in the Dayside until after you have walked through the wall or flown through the air or transformed your appearance in the presence of a mortal.

You shall Forget that you are "not dreaming" until after you have performed a feat of magic which leaves your sense of Agreement reeling.

Then you shall be dumbfounded to know
the Truth of My Words and the Power of My Way.

Then you shall know that Life Itself is a Dream
and, through Me, You are the Dreamer!

And thus you shall practice the Ninth Law.

And Its Fruits shall come upon you as a thief in the night,
unexpected but impossible to ignore.

Therefore, it is your task and joy
to Awaken nightly to the Awareness that you are dreaming.
Therefore it is your duty to pursue
your deepest joys and pleasures in that Dream of Power.
Therefore it is your goal to hold in your mind
the concept that even now you could be dreaming.

Question reality!

Now, even as you read these words, are you dreaming?
Could it be so? Test the possibility!

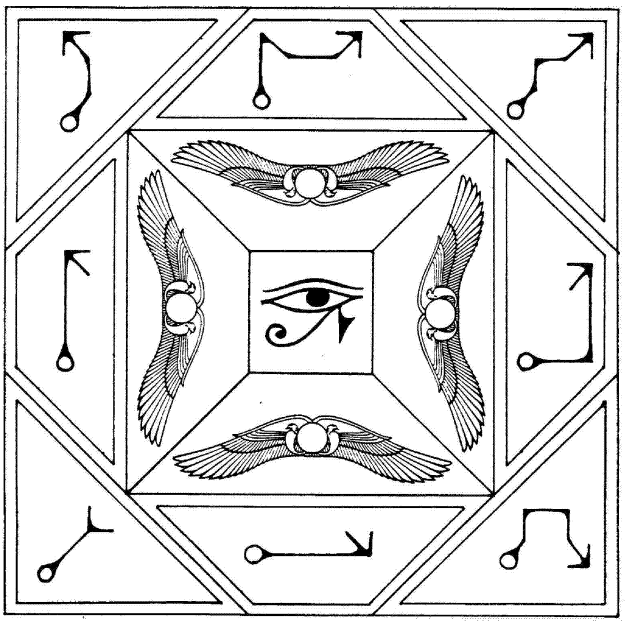
Exert your will to prove your Control.
Expand your Awareness. Discover the Agreement.

Thus ever are you My Child for I am Your Father
while the Father and the Child are One.

Life is a Dream.
Awaken in the Dream!

Dream and Forget!

Thus ends the Vampire Sorcery Bible.



The Vampire Adept Bible

Within lies fact and fancy,
truth and metaphor.
Discriminate
with care.

Contents

What Is Truth?

The Four Dimensions of Experience

The Nine Gates and Angles

The Doctrine of Dreams



What is Truth?

We of the Temple are unique in many ways. We have abandoned identification with the human and embraced the role of the **predator**. We have rejected the irrational in human culture and skimmed the cream of humanity to replenish Our numbers over the long centuries. We have chosen to do much, try much and expect much.

Yet what truly sets the Vampire apart is a **flexibility in belief**. I know of no other body in history which says to the member, "Why settle for the mundane when stretching before you is the freedom of choice?" I know of no other because there is no other. We are **unique**.

The **Dayside** personality permits Our members to live "normal" lives within the human community. It is a fact that most of our members have kept the reality of the Temple a secret from the humans they work and play with for years. The **Dayside** is the physical foundation, the physical anchor, which roots Our members into the world as it is. The **Dayside** Vampire believes nothing. The **Dayside** Vampire is the complete skeptic, the materialist, the cynic. As a consequence, the **Dayside** Vampire is seldom if ever taken in by the merciless lies which rule the world of mortals. The **Dayside** Vampire sees through human foibles and does not hesitate to take the fullest advantage of human nature to prosper, dominate and survive. The **Dayside** Vampire has a rational plan for immortality through scientific technology and spurns with knowing scorn the make-believe heavens and hells of the human religions.

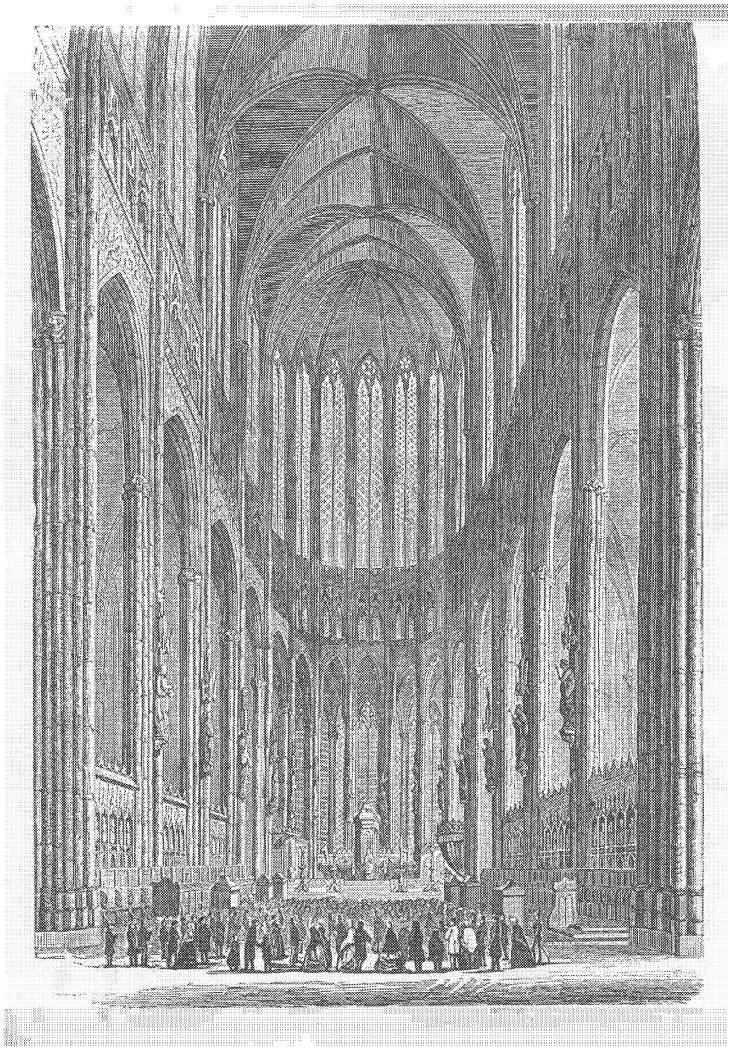
Yet We are not limited to only this side of Our nature for there is also the **Nightside**. During the day of brilliant sunlight and sharp contrasts, there is no room for the powers of darkness, the creeping, stealthy flow of ghostly beings in the night. Night is **different** from day. Thus, the **Nightside** Vampire embraces and develops the Powers of Darkness, communes with the Undead Gods, rises above the chains of a limited physical body and experiences the ecstasies of astral immortality and power.

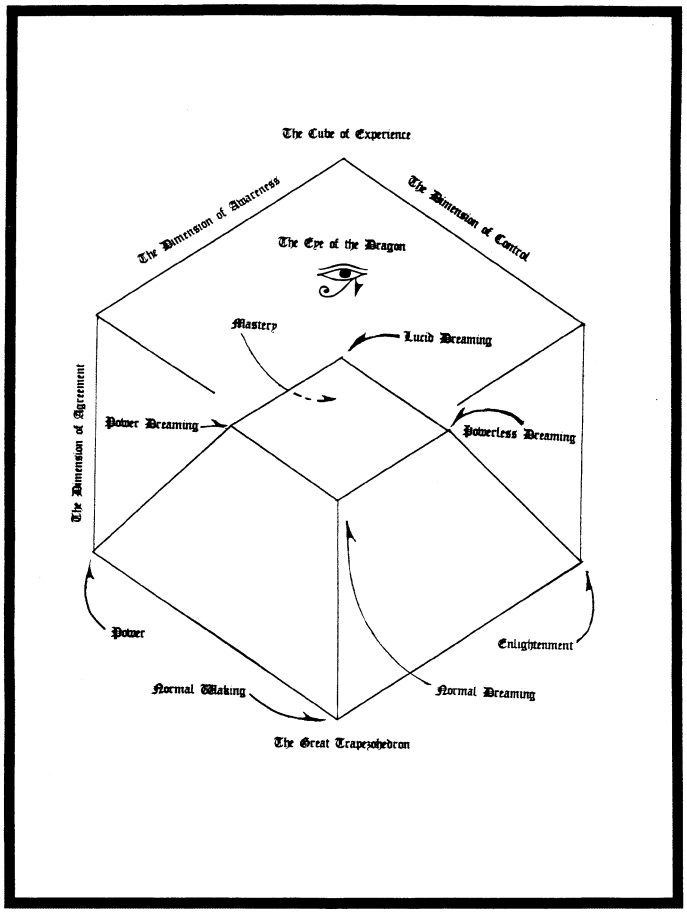
Some members of the Temple are attracted by the brilliance of the **Dayside** to better their lot in life and join with those very few of this era who will achieve physical immortality in the flesh. Some members of the Temple are attracted by the **Nightside** to experience the thrill of Vampirism, flight, shape changing and the incomparable depth of the studies of true magic with Those Who Have Risen.

Yet, in time, most members find the greatest joy in the **balance** of these two perspectives. These are the members who overcome the limitations of a narrow single belief system. These are the ones who enjoy the pleasures of the moment and see that it is an unbroken bridge through eternity. These are the members who come to the Temple with respect, with curiosity, but most of all with the intense desire to have **fun** with their never-ending voyage.

If you have found yourself bound by your **Dayside** doubts, unbind yourself in the **Nightside**. If you have found yourself dominated by your yet unproven beliefs of the **Nightside**, entrench yourself in the firmness of the **Dayside**.

Both are real. Both have power. Both fall under Our sway!
Stay strong! Enjoy!




The Cube of Experience
The Dimension of Awareness
The Dimension of Control
The Eye of the Dragon
Mastery
Lucid Dreaming
The Dimension of Agreement
Power Dreaming
Powerless Dreaming
Power
Enlightenment
Normal Waking
Normal Dreaming
The Great Trapezohedron

The Four Dimensions of Experience

The Dragon Speaks:

Envision now a cube of three dimensions. I shall name the vertical dimension "Agreement", the dimension of depth "Control", and the dimension of width "Awareness". Listen now as I reveal the secrets of the structure of the universe and place in your hands a Map of the Three Worlds.

The Dimension of Agreement

All is Belief

Agreement, the vertical dimension, is found in the realization that what living conscious minds agree upon as real, is and becomes real in experience.

Experience includes all experience. The self-deceived of the first world commonly divide mental experience from physical perception and altogether damn emotional experience to a limbo between the real and unreal.

All experience is real. The function of Agreement is to decide which of your kind can *perceive* what exists! If you see and hear a purring cat on a chair and ten other persons present in that same place see no cat but only an empty chair, you lack Agreement. The other ten would call your real experience an "hallucination". If everyone present can see and hear the cat, then your experience of the cat has Agreement and is considered "real" by others.

Abandon now this dogmatic prejudice of the blind fools of the World of Slavery! Agreement is the determiner of what the ignorant call "real". Again, I tell you *all* experience is real. What is, *is*!

If you were to photograph the chair, the cat would appear in the photograph if there was sufficient Agreement but would be absent from the picture without sufficient Agreement. The perceptual fabric of the tapestry of experience is determined by Agreement.

But, hold! Consider the situation in which *some* of those present were to see the cat while others did not! What happens in the presence of partial Agreement?

The answer to this question is found by any careful examination of your present world. Your deathist culture has worked to diligently ignore those aspects of your world which fall into partial Agreement. These exceptions, these legions of "anomalies" and "impossibilities" recorded daily and throughout the whole of your history, shatter the illusion of a fixed "reality" to any but the most obstinate.

Your "science", based upon the shadows of a dream reality, ignores the barrage of facts which demonstrate the truth of My words. Yet, even within the hallowed halls of the mausoleum of your science we find some who, realizing the truth, come forward to declare the error of their ways. Few, indeed, are those who will cast off their blindfolds and declare the light of day to exist!

For the foundation of Agreement is found in the psychology of the minds creating it! Discovering that most other persons in

that room denied seeing the cat, how many would also then "choose" to no longer see the cat? And how soon those still restrained within the World of Slavery then come to no longer be *capable* of perceiving even that which *has* Agreement!

As an animal sinking in quicksand thrashes wildly, dooming itself to destruction, the deceived of your world struggle with abandon to admit the fluid structure of experience and acknowledge the power of the dimension of Agreement.

How often, despite their struggles, the humans of your earth reduce the dimension of Agreement in what you call sleep, to move in a world of their own total creation called dreams? And again, how often in moving up the scale of Agreement following sleep, do these humans encounter glimpses of future events, the thoughts of others, the vision of people and objects and landscapes around them which they then condemn to the "unreality" of "hallucination"? And , even again, how often, when their "unreal" dreams prove to have Agreement and "reality" do these same fools purposefully work to forget these glaring exceptions to their false view of things?

Do you not know of those who have seen the deaths of others of your kind from a dream vision at the same moment? Have you not known of the Agreement that exists between those who die, those who sleep, and those who dream, with quick journeys down long star path tunnels, meeting with others whole and alive as you are?

Consider also the objects which fly in your heavens and are visible to some while invisible to others, all the while being tracked by your radar! Consider the marching millions of visions, apparitions and visitations to your earth across the

centuries. Consider the followers of the human religions of death who, almost weekly, find another appearance of their long-dead religious founder, god or saint.

And I tell you that all these are the creations of the minds of your race through unconscious Agreement! There are none of the other worlds who would remain in converse with such as the majority who inhabit your earth now, so know that all these are the creations of your own minds and a key to the secret of the Magic of Agreement!

Do you doubt my words? Then consider closely the messages given by your "alien visitors", "angels", "Madonnas", and others of the fairie creation of your own unconscious Agreement. Do these messages not duplicate the lies of your own death-worshipping religions? Do these "beings" not lead your masses on long journeys to mountain tops to be "rescued" at the predicted end of your world, only then to have nothing happen? And isn't it true that the same form of beings have come again and again while matching your machine technology stage for stage? Were there not chariots in the sky when there were chariots on earth and spacecraft in the heavens when there were spacecraft on earth?

Look and understand! Your race has chosen a path of self-destruction and death-worship and for millennia has talked to itself through projections of Agreement to find the "faith" to believe its own lies. Sacrifice your "faith" on the altar of your mind and know the truth! Agreement is that dimension which determines what exists in your mutual experience.

There is no other determiner of "reality"!

The Dimension of Control

All is Mind-Stuff

The ability to control the elements of experience in accordance with your conscious desire is the dimension of Control.

When you choose to close or open your hand and do so, this is an example of Control familiar to you. Moving the voluntary muscles of your body, ordinary walking, stretching, blinking your eyes, breathing, talking, and so forth are all common examples of Control.

Extending your Control over most of your experience includes all of the magical powers which your people think of when they hear the word "magic". When you extend your ability to move your finger so that you can move a paperweight without physical contact, this is called psychokinesis, or mind-over-matter.

When you extend your ability to see the paperweight in front of you so that you can see through a wall to a book on a desk beyond that wall, this is called clairvoyance or remote viewing. When you extend your ability to talk with someone miles away without a telephone, this is called telepathy or mind-reading.

All of these are simple extensions of your common powers of Control over your environment. You treat these common skills as if they were nothing, yet, in actuality, the mystery of how you can move your hand once you mentally choose to do so is no better understood by you than the demonstrated ability of some who have moved objects without touching them.

On one level, the whole universe of experience is made up of a form of mental substance or "mind-stuff", what the most ancient yogi rishis of India called "prakriti".

So it is that your mind does not only receive information through your senses about the universe around you but also your mind can project changes upon the universe because the basic nature of reality is mental.

Everything that exists in experience is made up from this mental substance and therefore your mind can directly influence the shape and behavior of the universe around you.

Imagine for a moment that you were outdoors at night when there was a thick fog drifting from the ground up to about the level of your waist. The fog has a kind of shape to it as it flows over parked cars, fences and bushes, and as air currents move it slowly about.

The essence of this low-hanging blanket of fog would be air and, because you can move air, you could move the fog around you by simply waving the air above it down towards this white mass with your hand.

In the same way, if the *appearance* of the physical universe were represented by that blanket of fog, the *air* would represent the mind-stuff. Because you can and do Control your mind-stuff, just as you can and do move air, your mind can directly influence the shape and behavior of the physical universe, just like that fog.

The Dimension of Awareness

All Is A Dream

The dimension of width is the Awareness that all of experience is a mental construction, just like a dream. The Magic of Awareness is the supreme magic and is what I call My Dragon Magic.

Know first that this is *not* a denial of the objectivity of reality! It is the dimension of Agreement that determines objectivity. Rather, know that Awareness is determined by the degree of lucidity on your part concerning the fact that the universe is a dreamlike construction following the Nine Laws of Magic.

And what is true of a dream? In your dreams there are two truths. First, anything can happen in a dream. Second, what you expect tends to happen in a dream.

What can you not do in a dream? What can you not experience? Dreams are the gateway to infinite joy and eternal power. And constant is My prodding to remind even the most dead of your world of the truth of the dimension of Awareness.

Yet what is required to awaken in the Dream of your experience? How may you rise as a Dream Master and cause your power of desire to mold the whole of your life experience at will?

Understand that I shall give to you the tools to forge this Awareness and to seize this power which sleeps within you even as you read these words. And with the Magic of Awareness all, yes, all possibilities will become open to you

and you shall then see your true position and understand that, in truth, all experience exists to serve the Experiencer!

Now there is an additional realization you need to have and this thought, new to your mind, can open wide the gate to this World of Power. When you dream, you most usually know not that you are dreaming. Later, when awake, you compare the discrepancies between your waking experience and the dream experience.

Yet have you not been certain you were awake only later to discover you were actually still dreaming? The early morning sometimes holds the dream of rising, preparing for the day, going through many of your routine behaviors and then awakening from that dream as the alarm clock brashly bursts that world.

What you need to experience and then understand is the truth of the Dream of Power. The Dream of Power is that dream in which you awaken without disrupting the dream. Known also as the lucid dream, the Dream of Power is that experience which you seek as a true magician.

When you have walked the Third World through the Dream of Power you will come to know the truth of this statement I now say to you:

You cannot ever know with certainty when you are "awake".
You can only verify when you are dreaming.
You can only discover with certainty that *this* is a dream.
You can never verify any other reality.

The Dimension of the Dragon

Being is not Experience

Now imagine a single, mathematical point existing *outside* the cube we have described with the dimensions of Agreement, Control and Awareness.

This single point is outside of all experience represented by the cube. This point is outside all time and space represented by the cube.

Such a point is both finite and infinite and the qualities of experience do not apply.

This point, this fourth dimension, is your innermost Self, the Observer, and is Myself, the Dragon.

I, the Dragon, am the necessary anchor to give meaning to your experience when you rise to majesty in the World of Power.

Without me, you become no more than a mindless mystic, merged in the oneness of the cube of experience.

It is because of Me that your Dream of Power does not fragment your Will. It is because of My Essence that the game of experience is ever fresh, ever renewed within you.

Never can you know directly the Dragon, for I am Being. Your Innermost Self is not to be experienced but to Be!

As teeth do not themselves bite, not the eye upon its own orb gaze, so too I can only be known in the mirror of the mind by My perpetual absence as the experienced and Presence as the Observer.

Know that without Me there would be no consciousness.

Yet know also that if you would come to believe that I am found as an experience, then you have been deluded.

I am your Self!

To think you see Me is to demonstrate that you only see another!

I am the Black Flame which casts the light of consciousness but is Itself never to be seen.

May you read and understand!

Tat tvam asi!

bnU cEb kU can A!

There is no other!

The Nine Gates and Angles

Why This Information Is Important

When a new idea is presented to the mind, it requires effort to understand it. What you are about to read is not easy for most individuals to grasp, but it is extremely useful.

Altered states of consciousness can potentially give you access to different powers and understandings. Throughout recorded history different so-called occult or metaphysical or mystery schools have offered fuzzy and contradictory explanations for applying their techniques as well as selecting and achieving their goals. Consequently, the student would commonly find himself lost, pursuing dead-end directions sometimes for decades and often not even certain if the goal offered was truly desirable to achieve. The student often discovered that where he was headed was not where he wanted to end up.

There will be no such confusions here.

While what follows is sometimes complex, you will find, if you make the necessary effort, that it is understandable and very, very useful.

After digesting this information you will be able to listen to descriptions of specific altered states and not only understand exactly what the individual experienced but precisely what you would need to do to duplicate that experience. You will also know if it is an experience you wish to achieve or if it would take you in the wrong direction.

What follows is a road map, compass and guidebook.

Use these tools well and never be lost again!

Caution!

All of the terms and expressions used herein have been called by many other names and titles throughout history.

Be especially careful to not confuse corrupted non-Temple explanations and schools of thought with the realities delineated here.

There is no public model extant which has a direct one-to-one correspondence to these Highest Teachings regarding the nature and manipulation of reality.

In other words, do not believe you understand these ideas in advance of what you are about to read.

The following is not a restatement of any other occult or metaphysical teaching available in the human world.

May you read and understand!

The Nine Gates
To All Possible Worlds

The three dimensions of all possible experience (Agreement, Control and Awareness) form the Great Pyramid, the Temple of the Nine Angles and the Nine Gates.

The base of the pyramid is the Plane of Agreement where (potentially) all sentient beings may agree with each other regarding the presence of the same experiences.

The next higher level, where there is minimum Agreement, is the Plane of Dreams, where (potentially) there is no sharing of agreed-upon experience with any other sentient being.

The peak of the pyramid is the Eye of the Dragon, seemingly a single point of awareness but, in actuality, an infinite plane beyond experience, the presence of which makes all other experiences possible.

Each corner of the truncated pyramid (known also as the Great Trapezohedron) as well as the pinnacle is a Gate and a Destination and an example of an ideal state of consciousness.

In the Plane of Agreement the four Gates are:
Normal Waking, Power, Enlightenment and Mastery.

In the Plane of Dreams the four Gates are:
Normal Dreaming, Power Dreaming, Powerless Dreaming and Lucid Dreaming.

The Ninth Gate is the Gate of the Dragon.

If we assign a weight of either "one" or "zero" to each of the Nine Gates such that "one" represents 100% of the potential of any dimension and "zero" represents 0% of the potential of any dimension, we can generate a Table of Gate Relationships. (See table below).

Table of Gate Relationships

	Normal Waking	Power	Enlighten-ment	Mastery	Normal Dreaming	Power Dreaming	Lucid Dreaming	Powerless Dreaming
Agreement	1	1	1	1	0	0	0	0
Control	0	1	0	1	0	1	1	0
Awareness	0	0	1	1	0	0	1	1
Total	1	2	2	3	0	1	2	1

If we total the weights for each Gate, then the higher the total, the more desirable the Gate. The Gate of Mastery is the most desirable with a score of "3."

The Gates of Power, Enlightenment and Lucid Dreaming are next most desirable with scores of "2" each.

The Gates of Normal Waking, Power Dreaming and Powerless Dreaming are less desirable with scores of "1" each.

Least desirable is the Gate of Normal Dreaming with a score of "0."

These values make a great deal of sense when we examine the quality of the content of experience possible at each Gate.

For example, the Gate of Mastery is the most highly desired since in that condition you have complete power over the elements of reality (Control), you are fully cognizant of the fact that the universe of experience is a dream (Awareness), and you are capable of demonstrating these facts to anyone else (Agreement).

This Gate is superior to the Gate of Power because while you may be able to perform "miracles" that others recognize as "real" at the Gate of Power, you lack the stability to remain very long in that condition because you do not understand the true source of your power to control the elements of reality.

You lack the Awareness that because all is a dream, you, as the dreamer, are the ultimate source of the control of the dream.

The Gate of Mastery is also superior to the Gate of Enlightenment because to fully realize how all experience is a dream (we usually refer to this as "the Dream" with a capital "D") may be emotionally liberating (as we will discuss regarding the condition called "nirvana"), it lacks control over the elements of reality.

You may recognize that all is a Dream, but you may retain a desire to change the Dream to suit you and find that this ability is lacking.

This frustration is absent in the Gate of Mastery.

The Nine Angles

Pathways Through To Other Worlds

When the great truncated pyramid is viewed from above (from the viewpoint of the Eye of the Dragon) it is possible to trace eight different angles or paths of experience which a sentient being may follow when beginning from the experience of normal waking.

One of these leads to normal dreaming.

Two of these lead to Power.

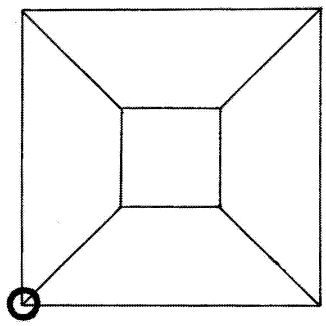
Two of these lead to Enlightenment.

Three of these lead to Mastery.

The Ninth is embodied in the quality of the infinite
which is the Eye of the Dragon Itself.

The sigils used to designate each Angle or Pathway consist of a small circle, indicating the starting position (state of consciousness) on the Map of All Worlds.

The line connected to that circle follows the edges of the Grand Trapezohedron indicating which states of consciousness are passed through on the journey to the end condition.



The Path of Normal Waking

The sigil for normal waking is represented only as a small circle with no projecting lines as we consider the Gate of Normal Waking to be a starting point from which any Path may begin. In a sense it represents the "zero" state, the beginning, the Alpha position.

Know that while many believe that they are in the normal waking state, this is actually a rare achievement because this Gate requires absolute Agreement. In truth, most sentient beings in the normal human state "float" between the Gates of Normal Waking and Normal Dreaming.

There is even a biorhythmic cycle of losing Agreement approximately every ninety minutes or so. In normal dreaming this is usually accompanied by rapid eye movement (REM) and it can be observed that the normal human being

will evince REM approximately every ninety minutes even while supposedly wide awake.

The implications of this for human manipulation become immediately evident. If one were to desire to influence another it would be a very wise step to spend at least ninety minutes in their presence and become alert to the subtle presence of rapid eye movement, indicating that there is a loss of Agreement. At this time, gentle suggestions loosely veiled as normal conversation can produce often profound hypnotic effects.

Conversely, if one were to wish to perform an act of reality manipulation in the presence of another, waiting for the cyclic presence of REM would make the operation much easier.

Along this line, it should also be remembered that it is possible to induce REM through the phenomena known as "driving." All that is required here is to recognize that the specific rhythms of the early sleep stages can be communicated to another in many ways such that the other person will begin to respond and produce the same REM rhythms.

A popular example of this can be found in the cinematic works of Frank Langella. Observe how he will cause his eyes to "shudder" left to right while gazing into the camera toward his audience. Such behavior can "drive" a response from the observer. Avoiding eyestrain, there are numerous other means to communicate this effect to include sound (music) rhythms, physical vibrations, the play of shadows over light, etc. Experimentation with these procedures will produce results.

Again, most human beings believe that they are fully awake and the truth is, the ideal condition of Normal Waking is actually

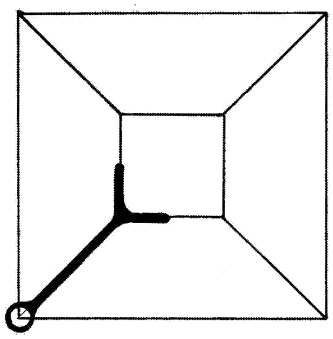
far from normal and requires enormous effort to touch upon. It is for this reason that groups of human beings will form irrational mobs under the correct circumstances.

The varying condition of semi-wakefulness of each individual member, when massed together behind some focused cause (as seen in lynch mobs or violent political rallies, for example), produces an averaged lessened level of Agreement as the mob moves further up the scale toward dreaming.

To form and control a mob relies upon primarily the same principles for "driving" REM in an individual. In this case, however, the fact that in any sizable group of people there will almost certainly be a few individuals already in the REM state, enables the manipulating leader to simply need to raise the emotional focus through properly impactful voice tonality and gestures.

Finally, for some further evidence of the false sense of wakefulness self-ascribed by most humans, consider the failure of witnesses to crimes to be able to produce matching descriptions of the most simple crime scenes they have witnessed.

Understand that the average human being is rarely awake with a high degree of Agreement. Most commonly, the average human being walks through a fog of semi-consciousness, head-stooped, staring stupidly at his feet and he trudges forward all the while believing he is the king of creation and the total master of his fate.



The Path of Normal Dreaming

The sigil or Angle for normal dreaming begins (as do all the sigils or Angles) at normal waking with a small circle and then climbs along the Southwest edge of the Grand Trapezohedron. At the Gate of Normal Dreaming, the potential paths from that Gate are represented by the two branching lines giving the sigil the appearance of a "Y" with a small circle at its base.

Ideal Normal Dreaming is lacking in any Agreement, Awareness or Control. As is the case for these more mundane Gates, achieving the ideal is most unusual.

It is far more common for the human to range up and down the Southwest edge, gaining and losing Agreement, in the course of sleeping and dreaming. Thus there is always the opportunity for the individual to share dreams with others.

This Angle is known as the Path of the Slaves since this Path is where most human beings spend their lives, ignorant of the possibilities surrounding them.

Those remaining upon this Vector are easily manipulated as they deny the possibility that dreams might contain the presence of other entities.

Such entities entering the dream state of this Angle can exert enormous power over the thinking and actions of the dreamer.

As it is written in the Shurpu Kishpu, "The Dreamers Eat The Sleepers."

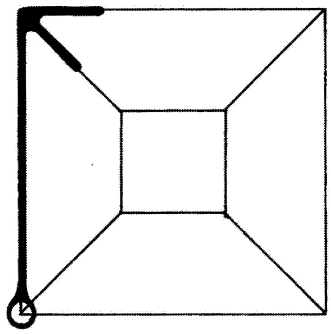
The Gate of Normal Dreaming rests in isolation from the interplay with other sentient beings at the ideal level only.

All along this Path, everywhere below this Gate on this Path, the human is in illusion, believing either he is awake or, with some small Eastward motion toward Awareness, believing he is "only" dreaming.

This is why this Path is the Path of the Slaves - those upon it are enslaved in ignorance.

This Vector is the first leg in the journey of three other Pathways, as the Gate of Normal Dreaming is an important Gate to be passed through in traveling to many Higher Gates.

The key is to not stay there but to press on.



The Path of Power

This Angle is a direct assault upon one's effort to gain Control. This is the direct Path of magic. Beginning in Normal Waking, the individual moves directly North. There is no need for losing Agreement nor dreaming.

To achieve this requires almost always a set of beliefs that enables one to gain Control. For example, one might hold some of the classic beliefs of magic. You might suppose that the principles of contagion and sympathy are universal fundamentals. Thus if you wished to gain control over the position of a mountain, you might take a small stone from that mountain and, placing it upon a map where the mountain is located, move the stone. With sufficient movement in the direction of Control, the mountain itself would begin to move along the same path.

The difficulty in pursuing the Path of Power is to gain sufficient success in lesser efforts to build up your belief in higher efforts.

As Control is a dimension of consciousness, your expectations must be such that you can accept the reality of such a Vector.

Thus the would-be magic user who tries to create a thunderstorm to end a drought can only move that far along the dimension of Control if he has had much success with lesser levels of Control, such as making small clouds appear or disappear.

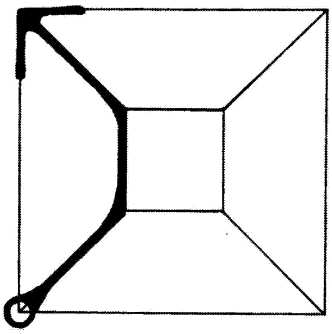
The would-be magic user must be able to divert his judgment from failures while cataloging successes in order to amass enough success to come to expect more of the same.

This can often pose a problem as the magic user may come to feel he is only fooling himself and making excuses for failures. When this cycle of self-doubt begins, it is most difficult to undo.

An additional problem with the Path of Power is that it operates with a high degree of Agreement throughout. This means that from the beginning, the follower of this Path must produce results which are verifiable by others.

Since the vast majority of humanity deny that reality can be molded or altered, the follower of this Path finds himself subjected to the most intense social skepticism.

Thus it is most wise to conceal your intentions and efforts from the prying eyes of the masses when following this path.



The Path of the Shaman

This is the second Angle of Power leading to the Gate of Power. This is the traditional dream or trance path to Power. The individual enters the dream state, reducing his Agreement but then Wills that he should possess power, moving northward. The traveler lacks Awareness and thus cannot rely upon the fact that he is dreaming as a lever to move North increasing control. Instead, there are several clever strategies he can follow to achieve this end.

The use of personal flying (as in the time-tested method of "Flying the Dragon") promotes Northern motion once in the Plane of Dreams. As the traveler enters sleep practicing flight, he transitions into flying dreams. To fly is to possess considerable Control and thus the traveler moves smoothly northward.

Another tactic, often utilized by the traditional shaman, is to enter "trance", which is to say, to move toward the Plane of Dreams while retaining the idea that it is not a dream he enters, but a parallel world such as an underworld or heavenly world.

By choosing therefore to believe that it is not Agreement which has lessened but a magical distance traveled to a numinous world, the traveler increases Control. He does this by assuming that he may perform deeds in this other world which are otherwise denied to him on earth because of the power of the place, rather than any personal power he may have exerted.

In either case, the traveler then completes this Angle by reacquiring Agreement. For the shaman this consists of often finding and possessing some element of the "higher world" he believes he has entered, and exiting his trance.

In the case of a healing, for example, the shaman might have entered trance, found an "animal of power," and then captured and clasped this creature to his bosom while returning from his trance state. At that point he might believe he has absorbed the Lifeforce of the "power animal" and will then go to his patient and breathe out the Lifeforce into the inhaling breath of the patient.

Examples of this are found in the traditional shamanistic practice of finding and bringing back to the Gate of Normal Waking this "power" animal or object. In a poor reflection of true Vampirism, the shaman will "inhale" the power animal or object into his body and then, upon returning from his "higher world", will exhale the power into some material object or person to work his magic.

The Vampire will tend to utilize Flying the Dragon and upon entering dreams of flying will gather Agreement by expecting to enter the out-of-body experience.

Thus the Vampire will find that he transitions from a dream of flying to discovering himself, perhaps in his bedroom, but floating out-of-body above his bed.

To increase Agreement at this stage is to move to complete the ideal of this Angle.

This can often be accomplished by means of the Lifeforce approach.

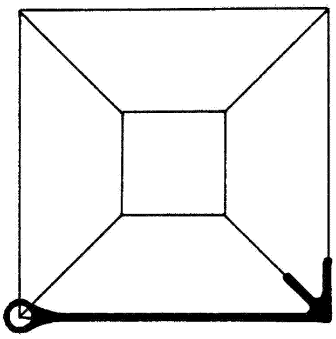
Once out-of-body, the Vampire can further solidify his astral body by drawing more Lifeforce from his physical in the same manner that he might Vampirize a victim.

Care should be taken to not approach too closely to the physical as unconscious mechanisms tend then to terminate the experience.

Again this Angle lacks Awareness and is somewhat limited in terms of its ultimate potentials.

The tendency is for the traveler to attempt to classify the experiences he has as more or less "real" rather than to see all of this as a measure of Agreement alone.

The advantage to this approach is the ease with which the traveler can enter the Gate of Power through the pattern of nightly dreaming.



The Path of Illumination

Know commonly as "enlightenment" or moksha or nirvana, the Gate of Knowledge can be entered without altering the degree of Agreement experienced. This Angle passes due East from normal wakefulness to the condition in which one realizes that all is a Dream.

There are many, many techniques to travel this Angle. Entire schools of discipline have been devoted to single approaches. All three major versions of Buddhism were originally only specific systematic approaches to moving toward the Gate of Knowledge. Every world religion stemmed from a core teaching devoted to motion along this Angle, though quickly became redefined as social institutions for the proper control of human beings instead.

The most direct method for passage to the East on this Angle is to constantly choose to remain behind the eyes while treating all of experience as a dream world. Constant application of the deidentification process is thus a motive power to the East.

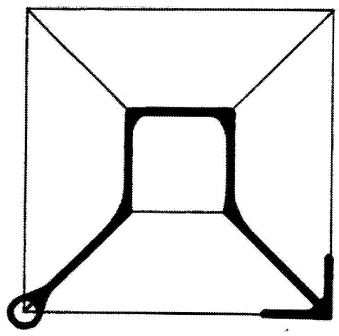
Entering the Gate of Knowledge as a pure goal still denies the traveler any significant Control over his experience. This is because the traveler comes to feel that in the absence of any "objective" reality, all action becomes meaningless. In a dream there are no others to impress, protect, conquer not interact with.

Thus social functions lose meaning. In a dream no creation has meaning as it is only a dream. Thus all productivity and creation drops away. In a dream there is only isolation and emptiness. This condition is known in the Western traditions as "the dark night of the soul."

This trap of apathy and lack of meaning occurs because the Self, the Dragon, is absent in the awareness of the traveler. The traditional mystic achieving this Gate, will often be martyred or destroyed by the high Agreement around him, despite his personal certainty that all is a dream. From such failures of development have come the founders of many world religions.

It is rare for the Vampire to remain long in this Gate for his Awareness of the Dragon is the most common technique for movement along the Dimension of increased Awareness. The Vampire carries within his mind the duality of the Self and the Worlds.

Thus he avoids the dark night.



The Hell Path to Knowledge

This Angle is a near miss to the gate of Mastery and leads for short periods to the Gate of False Waking also known as the Hell Worlds.

Following the Path of the Shaman, reaching the Gate of Dreaming Power, the traveler rouses himself to question the pure objectivity of his experience. He wonders if he might not be dreaming and thus moves East, realizing that this is so. This awakening in the dream leads him to the Gate of Lucid Dreaming, one step removed from Mastery.

Because the categorization of "dream" versus "reality" is false, the traveler may decide that the "lucid dream" has ended and that he has awakened in his normal waking world of mundane

consciousness. Then terror strikes as nightmarish experiences upset his usually secure "world."

The traveler lacks any real control over these experiences and will usually believe that he is "trapped" in a dream. This condition is commonly known as the false wakening.

The traveler believes he has awoken from his dreams but then his bedroom evidences powerful dreamlike changes which can be terrifying to the uninitiated.

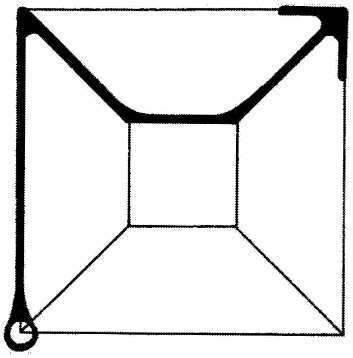
The avoidance of the Hell Worlds relies upon understanding that all experience is real. Thus the false dichotomy between "dreams" and "reality" is dropped and the experiences of the Gate of False Waking are only a momentary recognition that one has lost Control while retaining Awareness.

The passage out of this unpleasant condition can be swift unless fed by ignorant fears. These teachings are intended to help you avoid such ignorance.

One practical strategy for release from the bodily paralysis which often accompanies entrance to this Gate, is to concentrate your attentions upon physically moving a single finger on your hand.

This will almost always cause an immediate descent to Normal Waking Consciousness as the focused Will to move a specific muscle group concentrates and gathers Agreement, forcing the traveler to descend into greater Agreement.

Thus the Gate is passed.



The Path of the Magician

This first Angle of Mastery is achieved by following the Path of Power, entering the Gate of Power and then remembering to question the reality of it all. Thus the traveler comes to exert direct Control over the Plane of Agreement but then rises directly toward the Dream Plane to question himself, "Could all this be a Dream?" From here the traveler enters the Gate of Lucid Dreaming and then, by Willing his experience to conform to the Plane of Agreement, retains all three: Agreement, Control and Awareness.

A more specific example of this Angle would be the traveler who, by means of the Path of Power, causes a "magical event" to happen on the Plane of Agreement. Immediately thereafter, he enters a trance state and rises to the Dream Plane and reminds himself to remember that he is dreaming, thus

achieving the gate of Lucid Dreaming. Then he exerts his Control to cause his dream state to conform to the appearance of his normal waking. He gathers Agreement and achieves the Gate of Mastery.

For example, the traveler might cause a lightning bolt to strike a particular spot in an open field.

He accomplishes this by means of the Path of Power and his many experiences of seeing his Will cause direct change in the world.

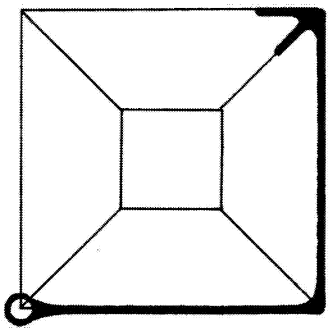
The shock of the power of his causing the thunderbolt might, to others, seem to knock him senseless or they see the magician fall into a swoon following his act of Power.

In that state of trance, the magician focuses his attention on the idea that he is dreaming and enters the Gate of Lucid Dreaming. Then, as the final act, he causes his dream to conform to the place in the open field where he just caused a lightning strike.

As his dream gathers Agreement, he enters the Gate of Mastery. Suddenly to all on that field, the magician can perform in their presence all that he could perform in his lucid dream. He has attained, for a time, the Gate of Mastery.

This is a difficult path for most. It requires nimble thought and action. The very belief systems employed to enter the Gate of Power must then be abandoned in the face of a greater achievement, the Gate of Mastery.

It can be followed but is not the easiest of paths.



The Path of Will

Another difficult Angle to Mastery is this Vector which requires one to follow the path of Illumination and then turn North by force of Will to achieve the Gate of Mastery.

This requires an almost superhuman effort to overcome the most powerful of obstacles, certainty of futility. Having entered the Gate of Illumination, the traveler is convinced that all is a dream and nothing carries importance over anything else. Life and death, the same. Existence and nonexistence, the same.

Yet, the rare one will exert his Will despite all this and seek to express Control over his experience. Despite lack of meaning, he acts. Despite lack of motive, he acts.

Rare is the one who has moved far on this Path to Mastery for the Gate of Illumination is a realm far more alluring than the mere Dream Sharing of mortals.

Fortunately, most entering this Gate remain but a brief time and then leave, carried by the Vortices, the innate flow of motion in the Great Trapezohedron which is forever clockwise when viewed from the Eye of the Dragon.

From those few who have bridged this gap we find the saints and yogis who rise in miraculous power and perform deeds of apparent supernatural force.

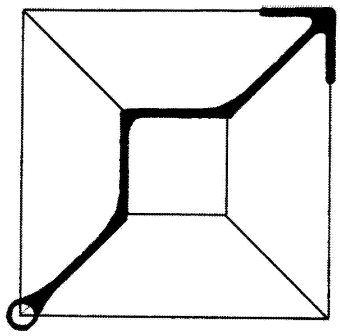
So too we see why in their words and writings the use of such powers are condemned as leading one astray from the Gate of Illumination.

One manner for the traveler to go North from Illumination is to fix in his mind an obligation to the One Who transcends the Dream, the Dragon.

For it is the Will of the Dragon that the traveler should enter the Gate of Mastery.

For those who will dedicate themselves to the Great Dragon there remains the urge to go North and to escape from the Dark Night of the Soul.

Without this urge, the traveler is lost.



The Path of the Dragon

Herein we see the Angle leading to Mastery, easiest to walk, easiest to follow, most sure of success, best in all ways.

Rising to the Plane of Dreams while Flying the Dragon, the traveler gains Control and with increased Control gathers Awareness, entering the Gate of Lucid Dreams.

There he molds the elements of his experience to conform to his normal waking in the effort toward achieving the out-of-body experience, and thus settles down within the gate of Mastery.

How similar are the last steps to the difficult path of the Magician, yet lacking the troubles of conflicting belief systems.

Here the traveler need only use the natural condition of dreams to rise to Power, Awareness and then Mastery.

See also how the traveler rises toward the Eye of the Dragon and then, awash in Its Vision, finally descends, wrapping himself in Agreement, entering the Gate of Mastery.

This "V" shaped Angle is also the Path of Those Who Have Risen and Walk the Night Skies.

Once this Path has been walked, the way is remembered ever after.

Mastery then remains a Gate to enter and reenter. Mastery is not a final state but an ever-to-be-returned-to destination.

At the Gate of Mastery, there is only the need to gather more and more Agreement.

For here is the Gate that leads to the Other Gates, so long closed to the Body of the Blood, the Family of the Undead Gods.

The individual here may skip from body to body, thus finding a special immortality.

Yet here too the dedicated traveler can discover the Gates of the Ancient Times and help prepare the way beyond the limits of even Mastery.

May you read and understand!

The Doctrine of Dreams

The World is a Dream, And I am the Dreamer.
To Awake in the Dream Is the Purpose of Life.

The Dreamer Awake Is the Human Enlightened,
A Master of Power Beyond mortal strife.

I know now the reason The Dream exists truly.
The Dream serves the Dreamer For Time without end.

To Awake in the Dream Is the True Purpose only.
To awake from the Dream Is yet dreaming again.

And the thing men call death Is only illusion.
For dying is only To Dream once again.

And the dead Dreamer knows not The fact of the matter,
And seeking the Truth Finds only a Dream.

And all of man's gods And all of his heavens
And demons and hells Are not what they seem.

Yet the Dreamer Awake Rises high above all these;
The Founder, the Maker, The One Who Can See.

And all of the records Of time past forever
Are moment to moment In Dreams yet to be.

For time is illusion Spun out of the moment
Separate always From the Truth that is One.

The future and past Exist only by moments
And are only Dream Futures, Dream Pasts all alone.

And all that can Be Exists just as illusion,
The illusion created by TIAMAT, The One.

And I am the Dreamer Who makes the Worlds ever,
And can never fail To Dream Dreams anew.

And My Purpose forever Is always to Gather
My Forces for Knowing that this fact is true:

That the Worlds of My Dreaming Exist only to serve Me,
I am the Master, The Source of It All.

And all Power falls under My Choices of Wishing,
All Dreamers move closer To hearing the Call.

And this is My Promise: to Remember the Dragon,
The Dreamer, My True Self, The Source of It All.

And I promise most truly To Awaken all Others
To the Truth of the Dreamer To Hear the True Call.

Then All Worlds shall be The Places of Wonder
And Joy, Love and Power As each one of Us still

Will Gather the Power As the Dreamers Awaken
And manifest all In accord with My Will.

And True Power is Mine And carries My Will
As I Stir and Awaken To My Inner Call.

For always Behind All the Dreams of My Dreaming
There Stands the True Essence, My Self Knowing All.

And this Self is the Dragon, the Mother, the Founder,
The True God Who lives at the Source of It All.

And this Source is Forever Awake to the Truth
That All Is A Dream, And the Dreamer is Free.

And Remembering always, The Truth of My Being
causes My Being To Now Remind Me:

The World is a Dream And I am the Dreamer
To Awake in the Dream Is True Birth from the Womb

And My Inner Self always Awake to this Truth
Grants all of My wishes By Remembering !

HUM !



242. Final page, "Finis coronat" (the end crowns [the work]). From Jacob Cats' autobiographical poem *An Eighty-Two-Year-Long Life*, published by Jan van der Deyster, Leyden, 1732.

Without lies fact and fancy,
truth and metaphor.
Discriminate
with care.



Revelations

A Step-by-Step Commentary on
The Published Teachings of
The Vampire Bible.

Contents

Revelations 7

The Vampire Creed 9

The Dragon Speaks 16

The Calling of the Undead Gods 23

The Seven Steps of Ritual 38

Some of the Signs. 52

The Secret Methods of Vampirism 67

1. Contact 76

2. Penetrate 79

3. Draw In 81

4. Break Contact 84

The Predator of Humans 95

Paragraphs 1 - 7 95

Paragraphs 8 - 12 100

Shurpu Kishpu 106

Dayside Commentary 111

Twilight Commentary 125

The Coming Apocalypse 136

The Dayside 136

The Twilight 139

Revelations

A Step-by-Step Dayside and Twilight Commentary on the Published Teachings of The Vampire Bible.

**WITHIN LIES FACT AND FANCY,
TRUTH AND METAPHOR.
DISCRIMINATE WITH CARE.**

These are the first words of **The Vampire Bible**.

The last words of the final Teaching of the Temple in **The Vampire Adept Bible** read, "**Without** lies fact and fancy, truth and metaphor. Discriminate with care."

These words were not idly chosen to bracket the formal published Teachings of the world's only authentic Vampire Religion, HEKAL TIAMAT. They were chosen to emphasize a number of critical principles that the Vampire needs to inculcate into the deepest recesses of his character.

Here lies bedrock. Here lies multiple, embedded meanings.

At the first level, these words act as a legal and public disclaimer. It is warning the reader to not just believe everything as written. It is clearly stating that not all they will read is true and factual. At least some of what is written is fanciful and metaphorical.

In the dictionary, "metaphor" is defined as "a figure of speech in which a word or phrase literally denoting one kind of object or idea is used in place of another to suggest a likeness or analogy between them - figurative language."

In other words, metaphor is instructive but not literally true. Metaphor is intended to convey a meaning but is not the meaning itself.

Fancy is defined as "a mental image or representation" and "(archaic) fantastic quality or state". In other words fancy (as opposed to fact) is

nonphysical in nature, and is a creation of the mind. (This subject is expanded in depth in the discussion of the dimension of Agreement in **The Vampire Adept Bible**).

However, the key point is that fancy, like metaphor, is not grounded in ordinary fact but operates on a different level.

That stated, there arise questions to be answered.

How to determine what is fact and what is fancy?

How to distinguish between what is truth and what is metaphor?

How does one "discriminate with care"?

"Discriminate" is defined as "to mark or perceive the distinguishing or peculiar features of", "to distinguish by discerning or exposing differences", and "to use good judgment".

In other words, to "discriminate with care" means that the reader is expected to make judgments based on discovering differences between what is written and what is true.

The reader is both warned and expected to test the Teachings he reads and then discover what is fact and what is fancy.

The reader is told he must actively seek to discover for himself by personal effort what is truth and what is metaphor.

In other words, the Temple is an intelligence test.

And the final words of **The Vampire Adept Bible** warn us that life itself is an intelligence test.

Discriminate with care.

The Vampire Creed

I AM A VAMPIRE

The Vampire Creed makes clear the basic beliefs of our religion. "I am a Vampire" is stated twice, once at the very beginning and again just prior to the last line, to emphasize the importance of this statement of identity. You need to understand that you are a Vampire with a capital "V".

Vampirism is a religion (as well as a Nightside metaphysical discipline and a practical philosophy). Just as the members of any religion are designated so by the convention of capitalizing their name, as in Buddhist, Moslem, Christian, Jew, etc., the Vampire is a member of the Vampire religion.

This is also why we are members of the Temple of **the** Vampire. **The** Vampire designates a class of members of a religion. It would be just as appropriate for us to refer to our religion as the Vampire Temple in this same sense.

You state "I am a Vampire" as a choice, as an act of will. The balance of the Vampire Creed defines and elaborates upon the meaning of that statement; but above all, being a Vampire is a choice. First you choose to be what you feel you already are. You are a Vampire, a member of the Vampire religion.

And what is it that our religion holds to be true about being a Vampire? We hold that the Vampire worships his ego and his life as the only true God. We hold that the Vampire trusts reason above belief, distinguishes between truth and fantasy, respects survival as the highest of laws, identifies magic as applied natural law, rejects death as a virtue and is dedicated to the enjoyment of life in the present.

The Vampire holds these views, as expressed in this creed as the foundation of the Vampire religion. And notice what is absent from the Vampire Creed. There is no statement regarding anything outside what the Vampire values and rejects regarding life as it is lived. The Vampire Creed does not include anything supernatural whatsoever. The Vampire Creed defines the limits of the Vampire belief system.

I HONOR MY ANIMAL INSTINCTS

The perfect guide to moral conduct for the Vampire comes directly from the physical body. What feels good is good. What feels bad is bad.

Yet if this perfect guidance is only blindly obeyed instead of honored, then the lusts of the body can cause ruin to your life, restrict your ability to feel pleasure by finding yourself imprisoned or even end your earthly pleasures by being killed.

The Vampire Creed advises us to honor our animal instincts. This means to be aware of what the body says to us about our physical likes and dislikes, as well as the myriad emotional responses that we can feel moment to moment, day to day and year after year.

You cannot honor what you ignore or reject. To honor your animal instincts you must first be aware of them! You must open your awareness to the present moment, that door to immortal eternity that the "lower" animals enjoy in a state of perfect enlightenment.

Look at the common house cat. Unless in severe pain, the cat will always enjoy this eternal moment, proud of its existence. Never questioning its needs, desires, likes or dislikes, a cat will never consider evaluating itself. The cat glories in its existence and lives with supreme self esteem. It so values itself that it will never assign a value to itself. The cat has risen entirely above the need for self esteem through perfect self acceptance beyond the need for self esteem.

The Vampire is advised to recover the purity of this animal instinct beyond the need for self appraisal, beyond all concepts of good and evil, those twin lies borne of a split view of a single perfect universe.

Honor your animal instincts. In doing so you reveal your perfection as above all others.

You take the place of command and authority that is yours as Vampire, Master of the Earth.

I WORSHIP MY EGO

The ego is your sense of having a separate self. The "you" at the center of your awareness is the ego. The Vampire does not suffer from the delusion that being separate from the experiences of life is a curse or problem as is the case with the vast majority of human religions and philosophies.

To the contrary, the Vampire glories in this uniqueness, this sense of being apart from the rest of the world.

The ego brings into sharp contrast the experiences of life because you are there to have them! They have meaning and importance because your presence grants the rest of the universe meaning and importance.

The human seeks to apologize for his presence in the world as if he were a disease or irritant. The Vampire feels quite the opposite. The ego is what permits the universe to exist at all!

When I close my eyes, the world of light and vision ceases to exist. My eyes grant reality to the stars, the Sun and the Moon – all that is only exists because I see it. My ears create the sounds and music of the world. I am the cause of the Harmony of the Spheres. My touch enables things to have impact and warmth. My feelings determine the mood of all that is. My senses of smell and taste fill out what would otherwise be a drab non-existence. I am the gourmet of the world.

The ego also carries the meaning of selfish intention, of pride, and of self-importance above all else. This is fundamental truth.

The Vampire worships himself. He is the center and creator of all else. Without the self, nothing matters and nothing exists.

I WORSHIP MY LIFE

Life is more than mere breathing. Life encompasses the whole of experience.

I worship and honor my life because I am the creator of all that is experienced. I openly enjoy the pleasures of life and I forcefully condemn and reject what is painful to me. My life is all that is. I worship my creation.

I AM THE ONLY GOD THAT IS

As is carefully detailed in **The Vampire Priesthood Bible**, what one chooses as God is fundamentally the most important person in your life. Therefore, the Vampire chooses himself as his God.

As the center and creator of the entire universe of experience the Vampire is the God of constant creation. He is also the God of power for he can move the heavens with a flicker of his eyes, and when he walks the world rolls beneath him. He is the immovable and perfect experiencing center.

I EXALT MY RATIONAL MIND

The Vampire Predator Bible carefully details how the use of reason remains the only valid means to knowledge. Being able to identify the facts of reality, validating them and then extrapolating from those facts to make useful predictions about reality is not only respected and honored by the Vampire, it is considered to be the most wonderful of all skills that the Vampire possesses. He exalts the use of reason above all other skills and tools, for without reason the Vampire is lost in a world that cannot be controlled and in a universe without any possible meaning.

THE DIFFERENCE BETWEEN TRUTH AND FANTASY

The use of reason permits the identification of truth versus fantasy, fact and metaphor. Truth can be validated through reason. Fantasy fails that test. Facts can be isolated from mere claims of fact. The Vampire eternally strives to make these evaluations and judges his world accordingly.

SURVIVAL IS THE HIGHEST LAW

If you no longer exist then nothing has any value. You are the hub of the universe around which all else revolves. Thus your destruction negates all values. Laws are guidelines to determine what can work. For example, there are laws of physics that define the relationship between force, mass and acceleration (F=ma).

However there is an ethical hierarchy to all laws whether of man or nature. You are the touchstone of the meaning behind all laws. You are the necessary reason for any laws to exist or to be obeyed.

To be completely clear, the Temple requires obedience to the law of your land, the legal restrictions created by the social contract we call government. However even this is underlined by the simple truth that ultimately all laws are enforced by the threat of the loss of life.

Imprisonment is a loss of living. Capital punishment is the end of life itself. Thus even in the requirement to reject criminal behavior the truth is revealed that "survival is the highest law" – the law upon which all others rest.

THE POWERS OF DARKNESS ARE HIDDEN NATURAL LAWS

Magic is a mental technology that derives from the nature of reality as it is. The Vampire consciously understands that magic is not something that is imposed upon reality from outside because there is no outside. All that is, is what it is.

In magic the "Powers of Darkness" are considered such because they remain outside the light of common understanding. This statement in the Vampire Creed restates the simple fact that the mental technology we call magic consists of successfully working with laws of nature that are still hidden from humankind – but not from the Vampire.

THE BELIEFS ARE FANTASY, THE MAGIC IS REAL

To master any technology requires a learning curve of improved skill development. The same is true of magic. In the beginning, the Vampire willingly suspends his disbeliefs drawn from a lifetime within a human culture and steps into the ritual chamber to Call to Those he wishes to become.

At this stage what he expects, what he envisions is a fantasy, a hope, a wish, an excursion into imagination to attempt to accomplish and experience something he does not know yet as real. When the beliefs are replaced with validated experiences then the mental technology has served its purpose.

I HONOR THE RESULTS OF MY MAGIC.

How can you honor the results of Vampiric magic? By not forgetting the results you obtain. "Do not deny what you verify." These are simple but critical words.

The human lives in a dream world of forgetfulness and denial. He ignores the reality of his coming death. He forgets the simple truths that his own experience drums into his flesh day after day. He glorifies pain and selflessness while denigrating pleasure and selfishness. He does not honor what he obtains when it comes to him, but discards it and walks on as a sleepwalker through life until it ends.

The Vampire takes each lesson and attempts to learn and apply it to life. And when he has then obtained results that he knows to be real, he retains these as facts of reality. It does not matter to him whether others believe it or not. Truth is stronger than opinion and the Vampire honors the results of his magic as real.

THERE IS NO HEAVEN OR HELL

The Vampire does not live for another world that is separate and held as a carrot or stick to reward or punish him in some unknown future. There may exist infinite other worlds and if there are, the Vampire will either directly know of them himself or not. He shall not be controlled by fairy tales and children's stories.

I VIEW DEATH AS THE DESTROYER OF LIFE

It is hard to imagine any single statement more important to the Vampire than this one. The human world embraces death as a virtue, as something good. Ask almost anyone the question, "Would you like to live forever?" and you will hear the answer, "No!" The reasons given are irrational and easily refuted by logic but they are repeated over and over again as a mindless dogma of death. "What if I am bored? What if I am lonely? What if I don't like the future?"

The Vampire sees through all of this fuzzy nonsense and realizes that death is the destruction of the universe. My life is the universe. My death is the destruction of all that is. Without me, nothing has meaning and there are no possible motives for anything. Death is the negation of existence.

I WILL MAKE THE MOST OF LIFE HERE AND NOW

Those who live in the eternal present moment have immortality. The NOW is all that is. The past is only our memories happening NOW. The future is only our anticipations happening NOW.

All too many tend to live for the future, and that future never comes. Worse yet are those who live for the past and are cut off from everything.

As events rise up around us and the world of the human seems bent on greater and greater levels of self-destruction, remember to do it NOW. Procrastination is the only evil.

BOW DOWN BEFORE ME.

The Vampire Creed concludes with the above words. The attitude of the Vampire is one of unquestioned self-acknowledgement. The human exists to serve. The Vampire exists to be served. It is the nature of things.

One of the most difficult issues for the Vampire to release is that of confusing "equality under the law" with the superiority of the individual over the group. One of the most evil sins of the current fad called political correctness is that of elitism.

Knowing that you are more important than others is the foundation of the Vampiric perspective. While it is blindingly obvious that each individual is constrained by his nature to be "selfish", and that "selflessness" is an impossibility, the belief core of the human culture is that selflessness is a virtue and selfishness an evil.

When the Vampire recognizes that all that exists, exists to serve him - that he is the center of his universe - then, naturally enough, all must bow down before him in acknowledgment of the truth of things.

It is not an issue of forcing anyone to bow down. Because of who and what you are, they bow already as servants to you.

It is merely necessary for you to recognize that it is so.

"I am a Vampire. Bow down before me."

The Dragon Speaks

The mission of the Temple is to find those lost members of the Family and offer to them the awareness of their Heritage. The purpose of the Temple, once such members are found, is to guide them through the Temple Teachings, such that they may attain the level of Those Who Have Risen.

The Adept Grade of the Temple requires that the candidate recognize the Dragon within as personal experience. "The Dragon Speaks" is the overall perspective of the Dragon, your Inmost Self, and can be considered "The Dragon's Creed" in balance to "The Vampire Creed".

I am thine Inmost Self.

Who am I? What am I? These are the most important questions you can ever ask yourself. When you try to seek to discover your true identity what do you discover?

One of the Temple Teachings on determining your true identity (as well as establishing true willpower and the proper foundations for magic) is called The Deidentification Process in **The Vampire Predator Bible**. That Teaching enables you to prove that anything you can experience cannot be you, your true identity.

The Deidentification Process is therefore a process of reduction, determining what you are **not**. Anything you can know about can't be you.

You can know about your memories, and therefore you are not your memories. You can know about your various roles in life (child, adult, citizen, taxpayer, etc.), so you know you are not your life roles. You can know about any career you perform, so you are not your careers. You can know about your emotional feelings, so you are not your emotions. You can even know about the thoughts you think which make up your mind, and therefore you are not even your own mind. And you can know about your physical body through experience, so you are not your body either.

But here, the Dragon speaks with **affirmation** and not reduction. The Dragon says, "I **am** thine Inmost Self."

What you really are when you set aside all that you are not, is the Dragon. You are, in essential truth, the Dragon.

I gaze out upon thy world of colored lights
from the Darkness behind thine eyes.
I reach out through thy hands
and touch the soft pleasures of thy living world.

Here your Inmost Self begins to describe what it is like to **be** your True Self, the Dragon. Rather than living from the error of identification with experience, the Dragon - the True You - seems situated behind your eyes looking out at the world of experience.

The True You wears the physical body like a glove to touch and feel the world of experience.

I am the most Ancient One, the Creator of the Gods.
I am the Changing and Changeless One.

The True You is the oldest ("the most Ancient") and actually the experiences of time and space are **within** the Dragon, as a subset. The Undead Gods were created by the Dragon in the sense that when the True Self is recognized, this opens the door to immortality.

When you recognize that your True Self, the True You that is untarnished by false identifications with experience, is not limited within the experiences of time and space, you become one of the Undead Gods. You have dropped the veil of illusion and error as a mortal human and Risen to immortality outside of time.

Another way to express this in the language of modern physics is to say that your true identity is **nonlocal**. Locality is ordinary reality in the classical sense wherein everything exists within time and space. This is the view of classical Newtonian Cartesian physics that holds that what is real must exist in time and space.

However, the newer paradigm of quantum physics has come to not merely explain that the universe is actually nonlocal in nature, but actually proven it when Alain Aspect first validated Bell's Theorem. The universe is not the way it appears to "common sense". This is now an established scientific fact.

To become aware of your nonlocal identity is, therefore, to be changed from mortal to immortal by recognizing that your True Identity is Changeless (nonlocal).

And whenever thou gazeth
into the eyes of another,
there! Lo!
I Gaze back at thee!

Because your true identity is nonlocal, it is behind the eyes of all other people as well. When the Vampire understands that the body, emotions and mind are all tools of the Self, there is this higher understanding that **all** bodies, emotions and minds are **also** tools of the Self.

This understanding is the root cause of the human mystical inclination to "worship all others as God" in the Eastern traditions as well as to provide service to all people in the Western traditions.

The flaw with this distorted perspective is that it still holds that your True Self is somehow **not** nonlocal. There is the implication that **other** people are the Dragon but **you** are not!

This is supreme error.

I am the Source of All That Is!
He who recognizes Me as his own Self
becomes also the Source
and is, in Truth, a Sorcerer.

Your True nonlocal, unlimited Self, the Dragon, contains all of time and space (experience). When we look at the ancient stories of creation we see this same theme repeated.

KUR, the ancient Sumerian Dragon (from which UR the city derived its name) was a cosmic mountain brought forth by the goddess NAMMU (TIAMAT), who was the primeval sea (chaos). KUR, the cosmic mountain, united heaven and earth until ENLIL, the storm god, split the Dragon in two (forming heaven and earth as separate entities).

Yet KUR (the nonlocal Self seen from within time and space) did not vanish and was not destroyed. KUR was only perceived as destroyed by imposing the illusion of locality. ENLIL, the wind of the conscious mind, created this split in this metaphoric story. The Dragon remains the "Source" and "Changeless One", unsplit and ever present.

The Vampire Sorcery Bible details **The Nine Laws of Magic** through which the Vampire who identifies with his True Self, the Dragon, acts as a Sorcerer.

He who allows the flow of my Being
to Writhe through the sinews of his body,
to Touch and Change All in accordance with his Will
is, in Truth, a Magician.

It isn't enough to intellectually understand that your True Self is nonlocal, that Who and What you really are is unlimited by time and space. It is necessary to experience it.

In Communion, the Rain of Mercy, the rarefied and transmuted Lifeforce channeled back from the Undead Gods, is one manner in which this experience comes. Yet this is not enough. The more the Vampire lives from the same perspective as the Dragon, balancing Nightside and Dayside, the more completely the Dragon is revealed from within to work through your particular personality and body.

And My Dragon Magic is sweet for I Grant thee thy Wishes.

Unlike the false religions and occult practices of the human, the Dragon offers carnal satisfaction of the senses. There is no punishment for desire. There is, instead, fulfillment. There is no neurotic condemnation of what is pleasurable as sinful and what is painful as virtuous. There is, instead, the sweetness of experiencing a universe in which what is desired is pronounced good and delivered, while what is undesired is pronounced bad and guarded against. Thus the magic of the Dragon is "sweet" and not bitter.

In what thou calleth dreams, I Gather My Forces.

In the dream state, the Vampire who practices the Teaching of "Flying the Dragon" comes to rise above the physical form and Commune at the Gathering of the Undead. By doing so, the Vampire is increasingly shown the truth of the Teachings as well as inculcating the Rain of Mercy of more refined Lifeforce.

In what thou calleth reality, I Stage My Dreams.

This produces change both in the Vampire's constitution and mind, and in external physical reality as "coincidences" that become increasingly commonplace. The so-called psychic abilities of the Vampire increase. The Nightside increasingly merges with the Dayside, resulting in more and more excursions into the Twilight.

I Grant to all who seek My Being and My Power
the Right to seek their own Pleasures!

A "right" refers to the capacity to take action. You have a "right" to do something if that action is within your ability to perform. Here the Dragon clearly states that the pleasures of experience are not condemned but affirmed.

Further, the Dragon states here that if you seek to know your True nonlocal Being as yourself and follow the Path of Vampirism to take, give, and receive the Lifeforce (the Power of the Dragon) then this capacity to find pleasure and fulfillment will be yours.

The converse is also implied. The mortal human, who views himself as limited in time and space, is denied this right to seek his own pleasure. How? By self-condemnation. The mortal human taints every waking moment with the constant awareness that he will die. No pleasure, no joy he tastes is free of the bitterness of death.

The Eternal Immortal Self, the Dragon, gives ("Grants") us the capacity (the "Right") to seek our own Pleasures; for only when free of the fear of death can pleasure be experienced without pain.

Only the immortal can truly laugh without fear.

I am the True God, the One God,
the Only God Which Is.

As explained in detail in **The Vampire Priesthood Bible**, the Vampire God is **You**. The concept of God is misunderstood by humans to be some powerful entity other than yourself. This sense of "God" as power is not a suitable definition for what constitutes a "Supreme Being".

"God" is actually the most important entity in your life. The Temple teaches that **you** must be that entity and that devoting yourself to anyone or anything other than you as the prime focus of your life is both a self-deception and a path to self-defeat. (These issues are all treated in depth in the Temple Teachings).

The Dragon is stating here that your True Identity, Who and What you really are, is nonlocal and infinite in nature. There is, in essence, only one Self.

There are, however, many minds. When your mind realizes that your identity is the nonlocal Self, the Dragon, then the desires and intentions of your mind (and your personality which is a subset of your mind) are both empowered and enabled.

This recognition of the Secret of your True Identity does not "subjugate" you as a slave to some pompous entity (like the traditional Christian God, Yahweh), but liberates you to the truth that all along you always were, and are, Unlimited nonlocal Being. The difference is that now your personality is no longer trapped within a body that can die, but is expanded to recognize its immortal Base, the Dragon.

I am thee and thou art Me.

You are not now and never were someone or something else. You are the Dragon. Always.

The uncapitalized "thee" and "thou" refer to your mental personality. The capitalized "I" and "Me" refer to the Dragon, your nonlocal, infinite Self.

(Throughout the Temple Teachings these writings follow the older convention of capitalizing Higher Concepts, as opposed to using lower case for mundane, physical and ordinary concepts. Thus someone's name is capitalized as there is more to a person than the mere physical and this aid to recognition is carried forth to include Lifeforce, the Temple Teachings, the Undead Gods, etc.).

Yea, even My Symbol is the Mirror!

When you gaze into the mirror you see the Dragon. You are always nonlocal, infinite Being right now, in this very moment.

Further, the symbol of the Mirror is rich in metaphoric meaning. If you gaze into a dusty mirror, it is hard to perceive your image. Removing the dust will reveal the image. In the same way, removing the dust of false identification with a local self will reveal the nonlocal Self Who has always been there.

The Mirror represents your mind. You are not the mirror, but a mirror clear of dust will enable you to "see" (recognize) your Self, the Dragon. The Breath of the Dragon, the Lifeforce, will blow away the dust on the Mirror of your mind.

And know well My Name
for by honoring It in all thy Actions
thou wilt Be and remain worthy of
My Dragon Magic.

What is the Name of the Dragon?

If the Dragon sleeps because you believe you are this body and this personality, then the Name of the Dragon is hidden from you.

The name TIAMAT then becomes no more than another word. It is then a false god, a separate thing apart from you, since you are limiting yourself within time and space, thereby denying your Godhood.

If, however, the Dragon Awakes in your mind and body because you realize you are and always have been and always will be the Dragon, unlimited, nonlocal, infinite Being, then you have "honored" the Name of the Dragon.

You "honor" the name of the Dragon by realizing that that Name is **your** Name.

If you have honored the Name of the Dragon, you will have true magic, the Magic of the Dragon, which is to have fulfillment and true pleasure free from the taint of mortality.

Such is the Path of the Dragon, as outlined in detail in **The Vampire Adept Bible**.

Tat tvam asi!

Thou art That!

HAIL TIAMAT!

The Calling of the Undead Gods

Vampiric Communion
Through Magical Ritual

What is "the Vampiric Condition" and how is it achieved?

Communion, the magical ritual ceremony conducted by the members of this Temple, acts to formalize the steps required to achieve the Vampiric Condition.

These steps are actually guidelines to enable a successful communication of intent to the Undead Gods such that They may choose to respond by manifesting Their Presence and participating in Lifeforce energy exchange with the celebrant.

The Vampiric Condition is, therefore, a condition of evolution actualized by the exchange of Lifeforce energy with Those Who Have Risen above the restriction of a physical body.

Those who are evolving along this Path first become Living Vampires, members who still remain bound within their physical bodies.

With sufficient development, the Living Vampire can achieve the full Vampiric Condition and Rise totally free of the constraints of the physical.

In other words, a Living Vampire has gathered sufficient experience in Communion to perceive the reality of Lifeforce exchange with the Undead Gods whether or not the experience of the conscious out of body condition has been achieved.

A Living Vampire may have had some out of body experiences but cannot necessarily leave his body at will.

An Undead God most usually can not only leave His physical body at will but can, under certain circumstances, possess the living physical body of others for greater or lesser periods of time.

Thus the Undead Gods are said to be "astrally free" though remaining firmly tethered to the material world through one or more physical bodies, usually in sequence.

THE NEED FOR THE PHYSICAL

And neither is this is meant to imply that Those Who Have Risen can remain unattached from some physical anchor for any great length of time. A physical body is required, as is explained later in the Teachings, in order to maintain individual consciousness and avoid the second death.

This can be better understood by considering what happens in scientific sensory deprivation experiments that have been reported on over the last few years.

When deprived of sensory feedback from the physical body, the conscious experience of an individual quickly becomes dreamlike (hallucinatory) and there is a tendency for consciousness itself to dim, with a concomitant reduction in acute reality testing.

In short, the person loses awareness and clarity of thought. Additionally the sense of self becomes weakened commonly resulting in oceanic experiences of "oneness".

While these experiences can be profoundly pleasurable in and of themselves, it must be recognized that such altered states of consciousness actually interfere with many of the actions required to maintain and control one's physical life afterwards. For example, the near death experience (NDE) will commonly alter that person's entire perspective on life in dramatic and lasting ways, most of which at first seem profoundly positive.

THE DARK SIDE OF THE NDE

However, there is a dark side seldom discussed regarding NDEs.

The new tendency for the person to feel unconditional love for everyone in general is often perceived by those who shared close personal relationships before the NDE as a dramatic decrease in the intensity of love and attention paid to them in that relationship. Divorces follow NDEs with astonishing rapidity.

Also, there is often the sense of feeling out of place in the physical world for most NDE survivors. It is common to hear that the person who has had an NDE will view life on earth as an undesirable duty and obligation.

They do not feel grounded in the physical world and find that most of what they felt to be important in life before the NDE has lost its luster.

In short, most NDEs result in a clinical depression that is only compensated by the hope to once again leave this "veil of tears" and return to the astral world beyond.

The reduction of the fear of death due to the hope for survival generated by the NDE is so elevating that the general collapse of meaning and personal relationships in the individual's life seems "worth it".

The individual feels "in this world, but not of it" in part because the promise of personal immortality after death is stronger than the personal losses in his current life before death.

THE DANGERS OF HEAVEN

Yet the Temple denies that the NDE (and similar experiences involving the dissolving of identity boundaries) is enough to prove personal survival.

As is detailed later in the Teachings, the Temple contends that without a physical body to remain connected to, the astral body will enter into a hallucinatory environment that we call the Dream Sharing.

These are multiple environments that commonly resonate with the cultural expectations of those who have recently died as well as those who leave their bodies without dying.

Much of these consensus environments are supported by the active fantasies of the mass religions of the world.

Thus the hells, purgatories and heavens of Roman Catholicism are, to a certain extent, kept in existence as a potential experience by the living human beings who cast up their Lifeforce in emotional contemplation and prayer focused upon these expectations.

So it is also for each religious belief system whether Hindu, Buddhist, Islamic and so forth.

The problem, however, is that with a lack of consistent feedback from a stable environment such as we enjoy with the physical world, the

consciousness of the individual fades fairly quickly. The need to maintain conscious awareness is the need for Lifeforce.

The "electric lamp" requires electricity. The astral body requires energy to maintain identity boundaries or it spreads out and loses its integrity.

This is traditionally known as the second death, a much-ignored tradition found cross-culturally throughout recorded history.

Thus for the Vampire, it is wisdom to recognize the value of and necessity for a "confining" physical body that acts as a Lifeforce accumulator and distributor to maintain the integrity of the astral body, and hence the structure and survival of individual consciousness.

You might think of the physical human body as a lens through which the light of consciousness (the Dragon) is focused into conscious awareness (the conscious mind).

THE SUSPENSION OF DISBELIEF

Vampiric Communion relies upon the suspension of disbelief, the use of fantasy.

Why? Because for the purported "skeptic", there is no room for the realities of Communion with the Undead to be entertained much less achieved.

As detailed in **The Vampire Adept Bible**, the Gates of Power are the absolute extremes of purity of Dimension through which the Vampire marks his Path to move through states of consciousness that bridge the Worlds.

The common skeptic is bound by the physics of the 19th century in which the mind cannot influence the objective universe.

The successful Vampire in Communion has built upon experiences achieved, often over many rituals, to go beyond the limits of those who would deny the reality of Higher Worlds.

The common skeptic is able to pretend to knowledge of what is impossible, while the Vampire trusts his experiences as he gathers consensus (through the Dimension of Agreement).

For the new member first entering the ritual of Communion, it is only necessary to suspend disbelief long enough to perform the experiment of The Calling of the Undead Gods.

It is not necessary to attempt to believe anything. It is only necessary to stop disbelief temporarily.

If you trust the telephone long enough to raise the receiver and enter the correct telephone number, you need not be too surprised when someone answers.

The same is true for Communion.

Those who refuse to suspend their disbelief that one can communicate directly with those who are thousands of miles away are unlikely to try to use the telephone.

Those who suspend their disbelief long enough to try the ritual of telephoning, have the opportunity to test the truth of it as a personal experience.

When Galileo declared that the telescope revealed there were far more stars in the heavens than could be seen with the eye alone, there were those who refused to look through "the devilish instrument".

Some actually stated that they would not allow Satan to enter their eyes by looking through a telescope.

For those who had "eyes to see" and looked, the heavens revealed their hidden glory.

Such it is with our Temple's Sacred Rite of Communion, the Calling of the Undead Gods.

The Sacrifice

Vampirism is basically an issue of energy exchange, the exchange of the energy of life - Lifeforce.

All living bodies act as energy transformers and, to a varying extent, storage batteries. The quality of this energy also varies from lifeform to lifeform. It is not uniform. Human energy is similar to animal energy but not the same. Lifeforce is more than mere energy. It carries the imprint and blueprint of the bodyform in which it has been functioning.

Thus in Communion the Living Vampire offers up the store of Lifeforce he has drawn from humans as a free will sacrifice to the Undead Gods. The Lifeforce drawn from the humans is of one order but the imprint of the Living Vampire alters or "steps up" the quality of this energy so that it does tend to be of a higher quality.

Additionally, if the Living Vampire has been careful and not wasteful of energy, the quantity of the Lifeforce will also be greater than will usually be found with an ordinary human body.

In turn, the return flow of Lifeforce (The Rain of Mercy) which can come to the Living Vampire from the Undead Gods following the sacrifice is of an even higher and more refined level having the imprint of the astral body or bodies of those Gods from Whom the energy has come.

The Living Vampire must entice or attract the Undead by means of this Offering. If the Offering is insufficient, if the Offering is begrudgingly made (inhibiting its release from the Living Vampire), the Undead will probably not choose to participate.

This is an issue all too many Temple members fail to grasp. The participation of the Undead is not guaranteed in any effort toward Communion. This remains only a **Calling** of the Undead Gods, and if the Living Vampire or the Offering is unworthy, They will **not** come.

Excommunication from the Temple is consciously known and recognized by the Lords of the Astral, Those Who Have Risen. Those who have foolishly broken Temple guidelines and refused to right their ways sometimes misunderstand the nature of things.

The Temple remains the **only** public link to the Presence of the True Rulers. Those who feel that Communion is an imaginary exercise in "magic" or "magick" do not understand that this most Sacred Ritual is a **Meeting** of the Undead with the Living. If someone has so abused the trust of this Temple as to be excommunicated, the Undead Gods will **not** come to them to assist them - ever. Anything which happens to these truly lost souls in any private attempt will then be their fantasy only … or worse. Their afterlife fate is sealed as a mere human.

One life - One chance.

Additionally, the word "sacrifice" must not be understood as the unwilling harming or slaying of any living thing. The perverse killing or torture of animals or human beings as a sacrifice is rejected by the Undead and this Temple. Not only is murder and animal cruelty illegal and therefore forbidden to Temple members, it is pointless.

The **quality** of the Lifeforce comes from both the imprint of the Living Vampire who gathers the Lifeforce but also through the **attitude** at the time of the Sacrifice. If the Lifeforce is not offered up to the Undead as a free will gift **by the giver**, then it will be rejected by the Undead. It will fail.

Communion seeks an **exchange** of Lifeforce by first giving a worthy Sacrifice which is then acceptable and taken by the Undead, and then receiving the return flow of the higher energy in the Rain of Mercy. Without Communion there is little or no progress possible for the Living Vampire. It would not matter that a person would take Lifeforce in a continuous stream for a lifetime if there was no receiving of the higher Imprint of higher Lifeforce received from the Undead Gods.

"No one comes unto the Father (Rises) except through the Son (the Rain of Mercy)."

The astral body molds the physical body. The Lifeforce taken is imprinted by the shape and emotional and mental tendencies of the astral body. The Undead operate on an astral level that is more intense than that of the human. The imprint of that mold upon Lifeforce that has coursed through Their Astral Bodies is what is meant by a more refined Lifeforce. Without this Imprint, this shaping directly from the Blood (the Higher Lifeforce) of the Undead Gods, the Living Vampire remains trapped within a mortal body with a mortal destiny.

We are dealing with Conscious Entities when we seek Communion with Those Who Have Risen. They were once as we are. They are not less for what They have achieved, but more! If One Who Rules chooses to elevate a mortal being, this is within the power of the Undead.

This elevation is often referred to in the Temple Teachings as Vampiric Transformation. The mind, emotions and physical body of the Vampire are transformed into that which is above human, the next step in evolution. These qualities and abilities will be described in detail later.

It is now common to read of many (estimated by "experts" to range in the millions) who have been "abducted" by "aliens". This is a modern mask for a very old performance and if it is recognized how the word "alien" truly means "not human" then the word is appropriate to describe this interaction of the Undead with the living.

While this will be dealt with at greater length and depth later, the so-called "alien abductions" are the masked actions of the Undead upon those who are being tested to determine their worth within our society. Those with the potential of becoming Vampire who do not consciously choose to test and try the Teachings are not uncommonly given a more forceful opportunity through a form of trial by fire, the Old Way. This is an ancient make or break approach. Those who pass the tests are given more. Those who fail are discarded.

Those who consciously choose to pursue the Temple Teachings and seek Communion through this Temple directly, are spared this form of extreme examination.

On the one hand we are offered a great opportunity with very few drawbacks.

On the other hand we have an even greater possibility of rejection if we fail to pursue this opportunity to the end.

The word that describes that effort best is **loyalty**.

The Living Vampire who stays true to his commitment to test and apply the Teachings will reap the results of those efforts. Such members testify daily to the personal proofs of the truths of these Teachings. They build their eternal house upon bedrock.

But those who enter this Temple and fail to follow through on their intentions, who fail to study and try and test the Teachings, who procrastinate or, even worse, forget their place and willfully break the Temple's simple but generous guidelines of civilized behavior, those build nothing at all but sink in quicksand at life's end.

Loyalty is the key to Communion, for loyalty to the Temple is loyalty to your personal honor and intelligence.

The Temple remains an intelligence test.

Those who fail do not Rise again with mortal death.

Such is the nature of Sacrifice.

The Ritual Chamber

Setting the stage enables the theater to become alive with the reality of the play to come when the curtain rises. While it is possible to rely upon the suspension of disbelief in a theater to overlook the fact that actors perform the play on a stage, it is made easier for the audience by setting the stage to support and enhance the illusion.

The true ritual chamber is the chamber of the mind. Your mind needs to be prepared with the right attitude and right expectations to enable the ritual to succeed.

Often new Temple members will ask how they can perform Communion if they do not have a location that can be made secure from intrusion by others. The answer in essence is that Communion can potentially be held by closing one's eyes even in a crowded room, though this requires substantial mental "stage setting" and usually numerous previously successful Communion experiences to draw upon.

For one truly adept it is even possible to hold Communion at high noon in broad daylight on a busy street corner with wide-open eyes. And, of course, for those so chosen, the Undead may come **unbidden**, as real as any visitor you have ever met face to face.

The critical element discussed in **The Vampire Bible** regarding the ritual chamber is to not have present anyone who would defile the Calling. What does this mean? Of course, on a simplistic level it obviously indicates that you should not tolerate the presence of any

person who does not have the proper mindset of a dedicated Temple member.

How can you measure the mindset of another person? To begin, anyone present should have at the very least joined the Temple. If they have not yet even taken that simple step, they are unworthy of your trust as a participant in the Temple's most sacred ritual.

Additionally, the words and actions of any candidate for participation need to be evaluated. Has this person been appropriately respectful of the Temple or have they made light of the Teachings? Have they revealed serious motives for their participation or is this being viewed by them as a form of entertainment?

Remember that the purpose of the Calling of the Undead Gods is to invite one or more Persons of Power to pay you a visit. If you were to send a dinner invitation to a member of royalty to dine at your home, what other individuals would you feel comfortable inviting? Who would you trust would be respectful and polite at dinner to your royal guests?

And would you trust yourself? Can you feel comfortable with your own mental attitude? In the beginning it is necessary to come to Communion with an experimental attitude until you gain evidence that these visitations from the Undead are real. That is true. At the same time, if you yourself take on a mental attitude of disbelief or, worse yet, ridicule, you will prevent the very meeting you have sought.

Telepathy exists. If you doubt this, a single evening devoted to simple remote viewing experiments with line drawings is usually more than enough to convince even the most closed-minded so-called "skeptic". For most Temple members, their experiences with telepathy have played a large part in how they were drawn to the Temple in the first place and require no additional evidence.

Because telepathy exists, is it surprising that your telepathic invitation to the Undead Gods will be examined for its coloration and emotional hue by Them? If you respectfully and with great hope send out your desire to be visited by Those Who Rule, your wish has the high probability of meeting with success and They will come.

But if you color your invitation with frivolous sarcasm or challenging disbelief, should you be surprised that your request is spurned?

The "stench of mortality" will repel the Undead because this is the mindset of the mortal human who believes himself to be wise when he is ignorant, powerful when he is weak, and important when he is worthless.

It is critical to understand that your **own** mindset must not posses this "stench of mortality".

The Temple does not demand belief prior to proof but neither can you expect the experimental testing of the Temple Teachings to be successful if you harbor disbelief.

An open mind is required. A dedicated desire to achieve success is helpful. A high emotional expectation of what it would mean to achieve Communion with a God can make success more certain.

Your cup must first be empty to be filled.

Setting the stage for the ritual chamber is critical because it is the quality of your intentions and expectations as either an individual or a group that will cause the Calling to be answered or ignored. Again, if you were arranging to meet with an international world leader, such as the Prime Minister of Great Britain or the President of the United States, you would not permit just anyone you happened to know to be present. And you would be pretty careful about your own deportment in their presence as well. If such is true with mere puffed up humans, it is even more so with Those Who Have Risen, the **true** Rulers of this world!

The ritual chamber, then, is a place of mental and emotional preparation, a place setting for a formal dinner to which you are inviting the most important Individuals of this world. And as with any invitation, you want to make the surroundings at least as appealing and appropriate to Their preferences and needs as you would to any lesser person you would ask to entertain for an evening.

These details are simple.

First, you need to have accumulated Lifeforce as an offering. It would be pointless to invite someone to dinner and have no food! Second, you should strive to subdue all lighting. Absolute darkness is best.

Why? Not only to meet the preferences of Those Who Rule, but to better enable **you** to recognize Their astral Presence and therefore to be

able to better respond as a host should. If a friend came to your home for dinner and you ignored him, he might leave after feeling insulted. It is up to **you** to be sensitive to the Presence and desires of the Undead Who may respond to the Calling.

The "Blue Moon" light of the new moon, when the phase is darkest, has strong aesthetic resonance to Many of the Elder Gods. The "Black Flame" from a canned heat product also fits in well with this theme of a light within the night. And the memories of centuries of red bonfires in the dark can be echoed by the use in a closed room of dim red bulbs. Polarized light is freed of much "noise" and permits your eyes to better perceive that which is when They become present.

But most of all the ritual chamber of the mind must be set with the expectation of meeting with and Feeding One Whom you would wish to please and One Whom you deeply respect. With this attitude in place, the ritual chamber can be in any place and any time.

The Undead Come to those They Wish, when They Wish.

The choice is Theirs.

Preparation to influence Their choice favorably is our responsibility.

Watch! As They Come Quickly!

Symbols of Magical Ritual

Language is a set of symbols that enable communication. The symbols must have an agreed-upon meaning for communication to be successful. Thus the traditional use of some specific symbols resonate with Those Who Rule and the Living Vampire who does the Calling.

Additionally the symbols used create an overall atmospheric setting within which the Vampire may enter into the proper state of expectation and awareness to best permit the suspension of disbelief and the requisite sensitivity to the Presence of Others.

Thus it is wise to adhere to Our Traditions and the use of those symbols that have stood the test of time.

Group Magical Ceremony

Communion is the purpose of Vampirism. It is the reason we, the Living Vampires, take the human Lifeforce. It is the reason for this Temple. No Lifeforce, no Communion.

Everything in the Temple is an issue of energy.

Without enough energy, we lack motivation and do not take action. Without action we do not learn what we must to then apply the Teachings. Without application we do not perform Communion. Without Communion we are truly excommunicated! We are then cut off from direct contact with the Undead Gods. Without direct contact with the Undead Gods we do not receive back the Rain of Mercy. Without the Rain of Mercy we do not achieve Vampiric Metamorphosis. Without Metamorphosis we die.

This chain of events is a spiral which can take us down to the grave or upward to Astral Freedom.

With enough energy we are motivated and act. With action we learn how to apply the Teachings. With application we perform Communion and achieve direct contact with the Undead Gods. With contact we receive the Rain of Mercy which produces Vampiric Metamorphosis and eternal life.

Can a Temple member succeed in isolation?

Yes, but it is much more risky.

We are social creatures. Built into our psyches is the need to be with others, to care, to love, to laugh, to live! When we belong to a group, the needs and desires of that group help to carry us on even when we, as individuals, might otherwise slow or stop.

The principle of social commitment is a powerful one. By choosing to participate actively in a group, you find yourself concerned to help others of the group. You consider the group's goals and needs, and not just your own.

This is not a one way street, however.

There are benefits to group involvement which greatly aid the member.

Consider the advantage of having an audience. When you are a member of a group there is the fact that you know that others around you are observing your actions and words. To know you have an audience to your actions ensures that you will tend to strive to do your best.

Consider also the aid that can come when our personal energy is low. The enthusiasm and emotional support which other members of a group can offer can often uplift your spirits when otherwise, if alone, you might succumb to depression.

And the inverse remains true.

When you can help another of your group to rise above their moment of despair, their moment of exhaustion, you feel the emotional reward that comes from assisting a comrade. There is a joy that comes from assisting another and a group offers you this opportunity.

When groups gather it is common to speak of the "energy" that arises.

Sporting events where thousands gather to cheer their teams emit a palpable energy which can be felt and is infectious. Large music concerts, especially where thousands of young people fill a space, become emotional energy generators, electrifying the experience with power that can be felt.

This is the manifestation of Lifeforce release due to emotions stirred to higher levels by the reinforcing effects of a group of people. This is also why large gatherings can serve as excellent places to gather Lifeforce amongst humans.

For Communion, the group enables the greater release of Lifeforce in the same way.

Not only is there an arithmetic increase of the adding together of the Lifeforce being offered by each member of the group, there is also the exponential increase of the gestalt that results.

Ten people gathered in a Communion produce for the Sacrifice much more Lifeforce than simply adding together what ten individuals would contribute. Instead far more is produced as part of the group effect.

Be aware that this remains true only if there is no serious flaw in the group composition. If the group is deeply flawed with members not

committed to the effort at hand, the results can then be less than those which would be produced individually.

This would be a case in which the group dynamics were working to produce failure and not success. Yet this is rare.

The reason for this problem being rare is due to having a leader chosen for the group Communion. One person directs the group by moving through the various stages of Communion and in this way the group naturally falls into step to support the leader's efforts and directions.

The Communion group leader acts as a lens to focus the attention and concentration of the group with each aspect of Communion and releases the individual members from the otherwise diverting need to do so on their own.

Just as a conductor in an orchestra directs the actions, rhythms and flow of the musicians into a unified musical group, the Communion group leader directs the individuals present to move through the stages of Communion in unison and with power.

The result is a greater release of Lifeforce to attract the Undead than could usually be found in a private Communion. And, as with everything in the Temple, the greater release of Lifeforce, of energy, empowers the Communion and more completely assures its success.

The drawback to group ritual only comes when there is dissonance in intention. There are some Vampires at various stages in their development who are not yet able to suspend their disbeliefs long enough to operate successfully in a group.

For those at this stage solitary Communion is necessary. They will not only fail to enjoy the fruits of a group Communion but may pull down the success of the others.

With this exception, group Communions serve the Vampire well and group magical ceremony accelerates Vampiric Metamorphosis for all participants.

The Seven Steps of Ritual

1. Entering the Chamber.

Context is everything.

The Nightside is entered in the magical ritual of Communion. The Dayside is entered elsewhere. The birth of the Twilight results when both perspectives have been sufficiently contrasted and balanced.

YOU MUST BE BORN AGAIN

Communion reflects on the astral the physical biological events of sexual intercourse, pregnancy and birth. In this sense, the magical Chamber is viewed as the womb. The Sacred Act of Communion engenders the steps required for the birth of a new spiritual Being, the Risen Vampire. In Communion there is the need for insemination, nurturance and final exit from the Womb (birth).

The Egyptian dictum, "As Above, so below" finds here its most hidden meaning and revealed Mystery. The process of physical birth is reproduced in the transformation of the Living Vampire into One Who Has Risen - Vampiric Metamorphosis.

The most ancient monuments in the world reflect this Deep Truth by enabling participants to enter into a Chamber which metaphorically parallels an entrance to the Womb of the earth. Whether abstractly designated by stones set in the ground as in Stonehenge, precision built angular passageways as in the Great Pyramid or in simple but enduring stone structures as found in New Grange, the Chamber is meant to represent the Womb of a New Birth, a true Spiritual Birth of a Risen Being.

SEXUAL SYMBOLISM

When one recognizes that all temple, cathedral and church designs bear the stamp of the metaphor of sexual reproduction, the commonality of Source for all religions begins to become more obvious. Whether looking at the floor plan of Saint Peter's in the Vatican or a Hindu temple devoted to Shiva in Bombay, all religious centers of worship are stylized representations of the human female reproductive organs: vaginal passage, uterus and ovaries.

Priests wearing mitered headgear resembling the glans of the penis parade in through the vaginal shaped opening of the peaked door, leaving no doubt that this is a stylized representation of sexual coitus. Gothic cathedrals are particularly careful to make this representation crystal clear by positioning a rose at the peak of the entrance doorway, representing the clitoris, the organ of human female sexual pleasure. In English "rose" is, of course, an anagram for "eros", sexual love.

HUMAN HISTORY

The history of human culture is, in large part, a history of the controls imposed over sexual intercourse, pregnancy and birth. For example, the Chamber for Communion needs to be made secure from interference from the profane. This is paralleled by the need to isolate the human female from other males.

The medieval chastity belt was the most direct example of this which comes to mind, wherein the entrance of males to the womb is physically blocked at the gate. On a physically wider scale we can look at the palace harem, in which groups of females were secluded within large prisons often guarded by sexually impotent though highly dangerous eunuchs.

The concept of possession and ownership by the male to guard the fertile female from sexual intercourse with other males is also revealed in the wide but consistent patterns of standard public behavior. For example, couples will commonly hold hands in public even if they seldom will do so in private. The male will often be seen with his arm draped over the shoulders or around the waist of the female. This is another clear visual message to other males that the male is in firm possession of the female.

In the same way, the Communion Chamber is like the human female womb. It needs to be guarded against unlawful intrusion. The unwelcome must be warded off.

In practical terms this is accomplished through obstacles, concealment or isolation. Obstacles are simple and direct when the Chamber is a physical room in a building. Locking doors is a minimum but effective precaution. Posting guards achieves much the same end.

Concealment also parallels the sexual metaphor. In almost every human culture there are dress codes that require the female to conceal this or that part of her anatomy from the sight of the wrong males. In

the Western European culture this tends now to generally be restricted to the genitals and breasts but can extend in certain Islamic cultures to all parts of the body to include even the eyes and feet.

Despite this wide variation in taboos, the consistent element is the application of concealment as a strategy to ward off the attentions of other sexual competitors for the female womb. Concealing the Communion Chamber has identical application. Closing curtains and blinds prevents the profane eye from gazing upon the womb just as a veil or bikini hides the human parallel.

And just as in many cultures the act of sexual intercourse is kept visually hidden so too are the sounds and smells important to hide from the unwanted others. Thus it is necessary to reduce to a minimum the influence of sounds and smells from the outside world.

The telephone is disconnected. Alarm watches and other electronic devices are disabled. Just as the womb is muffled from the sharp sounds and lights of the outside world, so too is the Chamber.

Isolation of the fertile female from competing males is also an almost universal human cultural icon. Today this extends from the near universality of separate lavatories for men and women in public places, to the detailed rites of transition to include the most "primitive" genital mutilation ceremonies and separating young children into groups of all the same sex such as the Boy Scouts.

The Great Pyramid was built on the West bank of the Nile, not only because the tombs of the dead were all built on the West bank, but to isolate the Place of Communion from the mundane world of the living human slave. Even today the most humble little church building will have carefully sequestered grounds to set it apart from the mundane world of everyday living around it.

In Communion it has been Our Practice for many centuries to perform the Sacred Rites far from the places of living humans, in remote and isolated forests and deserts. So many insights into Our Practices can be drawn from reading the Christian New Testament regarding the experiences (both fabricated, real and distorted) of Yeshua, the Undead God known today as Jesus. In this instance the reason for His entering the desert alone, following His meeting with John the Baptist, becomes clear. It was to enter Communion and to Rise above the temptations of mere human desire fulfillment.

THE SUSPENSION OF DISBELIEF

Entering the Chamber of Communion requires not so much that you must choose to fully believe in and accept the realities of magic and the Undead Gods you shall summon, as to at least stop **disbelieving** for the short time you are performing Communion.

This is critical to understand.

How do you know what you know? The most truthful answer to this question is that you base your knowing upon experience and the conclusions you have drawn from experience. Yet this knowing can go wrong in several ways. One such trap is to accept the reported experience of someone else as accurate. What if their description was incorrect or a deception? Another such trap is to have come to trust that your beliefs are to be relied upon even when experience contradicts them. If you "knew" the Titanic was unsinkable then it was a waste of money to carry any lifeboats beyond that required by law.

This Temple requires much as you embrace the Dayside and become ever more wary of logical traps, mass delusion and popular fantasies. Yet Communion is an exercise in realizing the Nightside and, as such, requires that you **suspend** at least your **disbeliefs** while so engaged.

Why is this necessary? It is necessary because to Rise Above the Physical requires a letting go of the limitations of the physically-conditioned mind. The earth-bound mind cannot entertain the possibility of Higher Entities Who are free to go from body to body at will, guiding and playing with the humanity created so long ago to obey Their Design.

To stand in a darkened Chamber while harboring certainty that one is wasting one's time, is to invite failure in Communion. Just as it requires a mental flexibility to read a work of fiction and suspend disbelief so as to enjoy the story, so too it is necessary to suspend one's disbeliefs regarding the reality of the Undead Gods at least long enough until the evidence becomes presented with sufficient force to overcome even the most stubborn attitude.

The Vampire seeks to develop the flexibility of mind to be able to enter into different belief systems at will. This requires a better definition of "truth" and "reality" than the human world can offer, but which are spelled out in detail in the Higher Teachings of this Temple.

What the Vampire wants to initially achieve is the capability to enter into the Chamber of Communion and there assume a new set of beliefs, much as one would change clothes to go to a special ceremony. Now the Vampire **chooses** to believe in the complete reality of the Undead **at least while Communion goes on.**

When he steps out of the Chamber, no such need remains. The Dayside again rules. But entering the Chamber, the Vampire assumes the role of Power and fully accepts that magic is real and Those Who Have Risen are also real.

2. The Declaration of Self.

Who are you?

This single and simple question encompasses the whole of the meaning of life, death and beyond. There is nothing in experience which is not founded squarely upon the answering of this question.

Who you are determines everything.

The religious fanatic, who enters his church and declares himself "unworthy" or a "worm" before his god, has declared who he is. After all, a worm **is** unworthy of anything which should be the lot of a higher being. And thus the self-deprecating declarations of the humans in their religious practices help maintain their position of servitude to their god.

And, of course, their gods are We of the Family Who erected and guided the religions of the human for this purpose: servitude to the Family. "For all have sinned and fallen short of the Glory of God". Indeed. For the human lacks the potential to rise above his station. For the human the astral door is closed.

The "Glory of God" is the potency of the Family to assume Their station on the next level of evolution above the human. From the Dayside, this is a simple recognition of the universal natural law of stratification.

I remember in my earliest youth having my father draw me aside one night to give me a task. We went outdoors on that summer night with a brilliant full moon which was so bright I could see my shadow.

With great seriousness he had me gather sand, pebbles and rocks of varying sizes and place them in a glass jar. When this was accomplished, he told me to gently shake the jar being careful to not break the glass.

After shaking this amalgam of heavy weight for many minutes, my small arms began to ache and I began to sweat. My father required I continue my effort. Soon my arms were knotted in pain, my teeth gritted. My father ignored my grunts of pain and told me to continue my effort.

Finally, with tears running down my face, my arms sagged down and I lowered the jar to the earth, exhausted, unable to continue and assuming I had failed some major test of will. But then my Father smiled at me, told me to sit where I was and to look at the jar.

"What do you see?" he asked me.

I looked at the container on the ground in front of me and told him that I could see that all the big rocks were at the top and all the tiny pebbles were at the bottom. It was clear that there was layer upon layer of stones, all distributed with large to smallest, from top to bottom.

"What you see with this jar is the world," he told me.

"Now why do you think the big rocks are on top and the little rocks are on the bottom?"

I told him that it was because, as I shook the jar, the little rocks slipped down under the larger rocks. The little rocks were able to fit under the larger rocks and so they did. The largest rocks had to go to the top because the smaller rocks sort of pushed them up. But I didn't understand. I asked him what it meant.

"The glass jar is like the world. Within it are the rocks which represent all different kinds of people - big ones, medium sized ones and little ones. Shaking the jar was what happens as they live life."

I told him all that shaking hurt really badly.

"Yes, life can be very painful and often is. But what have you learned from this jar?"

I thought a long while before answering. I knew he was testing me. It was one of the many tests of understanding I faced over the years.

I told him that life can be painful but that wasn't the important thing. The important thing was that the big people will always get on top of the smaller people.

"And what else?" he asked.

I told him that the biggest people go to the top because the little people slide down to the bottom underneath them and so the big people are pushed up by the little people.

"And what else?" he asked again.

I thought about that a long time, staring at the jar in the moonlight.

I finally told him that there was room at the bottom for many more pebbles than there was room at the top for the larger rocks so I supposed that there was more room for little people in the world than for the bigger people.

"Yes, my son, you have done well," my father smiled.

"The big people of this world are those who accept and embrace what they really are. Rulers must rise to power. The little people are those who accept their place, to be ruled, to serve, to be slaves to the rulers."

He paused a long moment, looking up at the full moon before continuing.

"But it is the nature of what you really are that determines whether you rise or fall, isn't it? Even if you deny your nature, if you are a large rock you will have to rise to the top."

Then my father told me to stand up again and to pick the jar up from the ground.

"Now slam it hard against the ground, straight down," he commanded.

I threw it down on the ground and the jar smashed apart, leaving a small pile of rocks at my feet.

"That is death," he said. "What do you see?"

I told him that I saw that the large rocks were still on top of the smaller ones and how many of the smallest ones had rolled away, lost from sight.

"And what do you think this means?" he asked me.

I told him that this meant that even after death, the big people by their very nature still were on top of the little people. The kings were still above the slaves.

"And what else?" he asked again.

And the littlest rocks - the slaves - seem to get lost the further they are from the big people - the kings. And the slaves still were under the rulers.

"And did any of these stones have to struggle to be where they are right now or did it just happen because of their size, their nature, what they really are?"

I told him it was all due to the nature of the rocks and that was all.

"And if these rocks are like people, what does this tell you about people?"

I paused and thought about it. Finally I told him that it probably meant that if you were a ruler when you were alive, even when death comes you would still be above the slaves.

"Yes, son, you understand."

And then my father reached down and picked up the largest rock and handed it to me.

"And like this rock, son, we are larger than most others. *Tat tvam asi.* You are like this rock. It is your nature. Always remember this."

Thus I was taught about the natural law of stratification.

So when you stand facing West toward the mirror or towards the Moon (that natural mirror in the heavens), you need to declare who and what you really are. You need to remember your Nature, as a member of this Family. You need to remind yourself that because of your Nature, Communion is possible.

Some of these reminders include the choice of the western orientation of Communion which is in the opposite direction from the religions of the human who usually orient their altars to the East. The exceptions to this rule are usually found in certain ancient practices which worshipped the Supreme Goddess TIAMAT in Her many Forms (INANNA, Isis, etc.).

When you declare your status as a Living Vampire, you are also declaring your Nature. It is important to remember WHAT you are and WHAT you need to align your mind with.

From that alignment, that Self declaration, everything happens as a result due to the nature of the world.

Be Who you Are!

TAT TVAM ASI!

Thou Art That.

3. The Calling to the Four Winds.

After facing the mirror in the West, the celebrant faces first to the South and then in counterclockwise fashion faces each of the other four cardinal directions of the compass. He raises a wooden implement toward that horizon and calls out "with emotional power" to the Undead Gods to come to attend the Communion.

Why is this Calling directed to the four "Winds" instead of the four directions or the four points of the compass?

It is difficult for people today to realize that just two hundred years ago the concept of "air" and an ocean of air we now call the "atmosphere" was unknown, lost from the prehistoric civilizations which previously did know of it. In the oral traditions of the Family, the steps of Communion were transmitted from person to person relying upon the world view of that person to use metaphor to convey meaning.

Today it is hardly possible to realize how very strange and magical the wind was perceived to be. Two hundred years ago when the average person looked across a field to where a breeze moved the leaves of

trees, that person did not comprehend the idea that there was a pool of invisible air filling the space between his eyes and those trees. That ancestor did not understand that a wave in the ocean of invisible air was moving across those leaves and making them move.

For that person over two hundred years ago and stretching back for thousands of years, there was **nothing** between him and those trees. And somehow, magically, an **invisible entity** of great size was brushing against the leaves of the trees, moving them.

With his own eyes he could see that there was something moving the leaves and with his own eyes he had the evidence that whatever that huge being was doing, this being was **invisible.**

Furthermore, when our average man of the past **felt** a breeze against his face, he had additional evidence that there was an invisible entity which could press against his body and was as real as anything else he could feel but was completely invisible.

Thus all breezes and winds were perceived as invisible entities of great power and magic. Often they would feel the presence of a great wind pressing against them before a storm would rise and drench them with rain or pelt them with hail or freeze them with snow. Often our ancestors would feel the blasting hot breath of the invisible giant desert wind burn their faces before the sandstorm would choke and blind and sometimes bury them in its fury.

It is hard for the modern mind to understand that the ocean of air in which we move was nonexistent, literally nothing, to the perception and thinking of our predecessors for thousands of years. They saw the Winds as different Magical Entities dependent for their identities based upon the direction from which they came and the qualities of heat, cold, wet, dry, etc. which they produced.

Thus the Family used the metaphor of these invisible entities all around, as a leveraging teaching tool to describe to the aspiring Vampire how to mentally contact the Undead. And thus we still see today the complete confusion of the humans mimicking true magical rituals who do not understand the difference between metaphor and reality.

We still see in their blind imitations of authentic Communion, the dead beliefs borne of misunderstanding.

A parallel to this can be shown in the transmission of the traditions of the Japanese samurai warrior class. At one point the samurai fell from favor and were required by government edict to teach their skills to the merchant class, whom the samurai felt to be far below them. To conform to the government's requirement they did indeed teach the non-samurai but, to show their disdain for being forced to do so, they usually taught things backwards.

For example in drawing their swords, the samurai would pull the blade directly upward along the side of his body toward the enemy shielding his body from attack by interposing the blade being drawn as a barrier. Instead of this functionally effective method, they taught the merchant class to draw the blade horizontally from the waist, thereby exposing the entire body to attack. So even today the so-called traditional Japanese martial arts are filled with these backwards and error-filled movements. The wrong way has now become the new traditional way. The ancient samurai have had the last laugh.

In the same manner, the authentic methods of true magic, the rituals of Communion, have been deliberately reversed, and taught without essence to the humans to divert their efforts into meaningless and impotent directions.

Thus today modern human "magicians" will still call upon the Four Winds trying to believe that these are actually entities instead of understanding that this was a teaching method to cause the Vampire to seek a mindset in which he is attempting to send out an emotionally charged communication in every direction to telepathically summon the Undead Gods to Communion.

Additional examples include the counter clockwise turning of the celebrant. The human "magician" has been deliberately taught (in the Northern hemisphere) that he must turn clockwise and that "widdershins" (counter clockwise" is a summoning of evil. The Vampire is correctly instructed to turn counterclockwise so that the radiating influence of his Calling through the Akasha (the sea of diluted energy which surrounds all that is, in the same way the atmosphere of air interpenetrates all on earth) will **not** be easily lost with the flow due to the moving influence of the earth's rotation on the Akasha but will immediately stand out in oppositional contrast!

(Thus more **theoretical** success is found in the **Southern** hemisphere by reversing this and therefore moving **clockwise** in this part of the Calling. However the effect is weaker than the benefits of following

the Akashic form described below and thus **The Vampire Bible** does not include this. Thousands of years of northern hemisphere Communions outweigh the Akashic flow. This factor is, however, just another example of an element of a technology for telepathic communication to the Undead we call Communion).

And why does the celebrant raise up a wooden implement such as a staff or wand?

The raising of the instrument is to help focus the mind. Originally a tool of common use, a wooden walking staff is raised to signal to someone in the distance. The same action creates the appropriate mindset. Today such actions might have come more so from having someone face all four directions of the compass and dialing a cell phone!

But the reason we continue to use the old forms is because over the centuries the correct forms themselves take more or less permanent structure in the Akasha. When we move through the same steps of ritual as performed by the members of the Family for thousands of years, we draw upon the thoughtforms and emotional structures of those who have gone before us. In other words, it works better.

The exception here is that the celebrant is urged to use common words which make the most sense to him to request the Presence of the Undead. This choice of the language common to the Vampire currently provides the most direct sense of **communicating** with the Undead.

Again, the human "magicians" have most successfully been diverted to memorize the words and syntax from ancient languages which they often do not understand. The resulting meaningless babble from their ignorant lips may sometimes increase their sense of the emotional due to the alien sounds of these words being used, but the value is lost as they have no connection to the real meaning of what they are saying.

And, of course, it is the direct building of emotional expectation and the flow of Lifeforce which therefore also begins, which projects the Calling to the attention of Those Who Have Risen. As with everything in the Temple, there is a purpose to every step and every suggestion.

Finally, why is the implement wooden and not metal, such as the common use of the sword and knife by human "magicians"?

First, the humans were misdirected again to abort their efforts. Metal, especially iron, commonly has magnetic influences which can disturb the Akasha. The result is not dissimilar to what would happen if you tried to use a radio near electrical power transmission lines. The result is usually static.

In Communion we want to have the celebrant's communication efforts unmasked from "static" as well as to increase the likelihood of his ability to perceive the flow of Akasha around the Undead when They Come. The close presence to the physical body of the celebrant of pieces of metal which might possess magnetic qualities could potentially disrupt the normal flow of the Akasha and make both sending and reception of the Calling more difficult, particularly for the inexperienced.

This is also why it is wise to perform Communion secure from the interference of others and another reason why traditionally the Calling was performed in natural settings away from the habitations of humans and in the dead of night.

These steps produce less interference from the humans who are then asleep. Which is also one of the reasons why you have always felt the draw of the night.

4. The Sacrifice.

Perhaps the single most important thing to grasp about the Sacrifice is what it **isn't**. The Sacrifice must **not** involve the harming of life or the taking of life.

Apart from the simple fact that as members of this religion we are forbidden from performing criminal acts (such as torture or murder, for example) there is the simple issue of the true purpose of Sacrifice being defeated by such means.

The Sacrifice is a giving of the Lifeforce **to** the Undead Gods. If you kill someone or something, the Lifeforce is not released but is inculcated into the astral form of that person or animal and taken through to the astral world.

In the same way, if you harm a living being, the Lifeforce is again not released for Sacrifice but is drawn into the damaged tissues of the person or animal injured to help restore wellness through healing.

For Sacrifice to be accomplished requires that the **excess** Lifeforce from humans be drawn off by the Vampire and then properly given up as an act of Will. This alone constitutes successful Sacrifice.

Historically, the humans have completely misunderstood this simple mechanism and substituted murder and torture for authentic Sacrifice which, by its true nature, must not harm the source of the Lifeforce in order to work.

To be able to release Lifeforce can, in the early stages of learning this skill, feel very threatening to the Vampire. This is why it is important to give the Lifeforce without concern for the idea of harming oneself.

The natural flow is one of drawing in the excess Lifeforce from the human. To then have to turn around and release Lifeforce can cause one to feel as if one were giving up life itself and this sense of fear must be abandoned or the flow will be stopped up.

Vampirism and Sacrifice are both very much energy manipulation but using the focus of the breath works with parallel mechanisms and makes conscious control of these acts easier to learn. Throughout history the breath has been considered synonymous with one's spirit.

Even today if you sneeze it is not uncommon for someone who hears this to say "Bless you!" as an injunction to cause your spirit to return again into your body such that you will not drop dead.

Tracing the etymology of the numerous words for breath quickly reveals the close association to life, spirit, soul, ghost, etc. Thus in Genesis in the Christian Bible we read how God breathed into Adam the first human and created a "living soul". The examples of this equating of breath with Lifeforce are endless.

Thus in performing solo Sacrifice, the Vampire exhales his breath with awareness and intention, thereby causing the Lifeforce to stream out of the body and toward the Undead.

And, depending upon the development of one's astral vision, the Vampire either directs that Lifeforce toward the Undead if perceived, or toward a mirror if indoors, or the Moon if outdoors, as a focal point representing the astral doorway.

Group Sacrifice requires that the various Vampires in a group Communion direct their accumulated Lifeforce toward the Priest or

Priestess of UR who acts as a lens to focus their accumulated Lifeforce in a concentrated stream to the Undead. This concentration of multiple streams both refines and amplifies the Sacrifice.

In the same way, the Temple itself acts as a lens to focus and concentrate the accumulated Lifeforce spilled out from all group Communions over time.

From that focus point the Gates of Power are energized to Open and permit free entrance both to and from the greater Astral Universe.

The Undead are dependent upon we, the Living Vampires, for a proper accumulation of Lifeforce from the human herd to be given up in concentrated streams to Them, to enable Them to more easily proceed with Higher Designs for the world as well as to transmute and replenish the Lifeforce we have surrendered to Them in Sacrifice.

The return flow of the transmuted Lifeforce is the Rain of Mercy and acts as a clear sign that the Sacrifice was acceptable.

Sacrifice is the application of an energy technology.

Some of the Signs.

1. The feeling of moving air, as in a cool breeze (The Coming of the Winds).

As mentioned previously, it has only been in the last few hundred years that the concept of an "atmosphere" has become part of the world outlook. Prior to the understanding that we live in an ocean of air, it was assumed that there was absolutely nothing between one's eyes and an object seen. There was only empty, truly empty space.

In those earlier times the actions of moving air were ascribed to entities and this concept was leveraged by the Family to enable greater awareness of the astral Presence of the Undead. The worldwide belief in the existence of the godlike "Winds" underlined this understanding of ghostlike beings who moved invisible to the eye and yet could cause rain, snow, sleet, hail and the high destruction of hurricanes, tornadoes, typhoons and the like.

The specific issue of temperature drop producing coolness denoted the immediate action of the Undead Who would tend to immediately draw

from the Lifeforce of the celebrants. In some cases the energy is literally drawn from the air itself, as energy is absorbed by Those Who Have Risen.

Thus "The Coming of the Winds" is an ancient phrase denoting the manifestation of the Presence of an Undead God in Communion.

From the Dayside each Sign is, however, easily discounted and explained away **following** the ritual. Thus the Coming of the Winds is commonly held to be nothing more than the stirring of the air in the Chamber due to breathing, movement etc., which is felt upon the exposed skin of the celebrant, thus creating a sensation of coolness.

From the Twilight when the **degree or intensity** of the experience no longer permits a simple Dayside dismissal, then the world view of the celebrant is shattered and from this crack between the worlds of Day and Night emerges the Twilight - a fusion between the two which is far more than a simple mixing of perspectives but is an entirely different condition as a whole, accompanying and driving Vampiric Metamorphosis.

2. Tingling sensation in the fingertips and face in particular,

Those parts of the body which have the greatest concentration of nerve endings will feel the Lifeforce flow to the greatest degree. Thus as the face and hands have the greatest nervous "map" in the brain for sensation, these are also the most sensitive to the flow of the Lifeforce being taken by the Undead. Thus we feel the "tingling" sensation.

This effect can be easily tested by holding the left palm vertically and then pointing the fingers of the right hand toward the left palm. By very slowly moving the pointing fingers up and down a few inches from the left palm it is easy to feel a cool tingling waft of **something** which is actually a relatively small flow of Lifeforce moving from hand to hand. To rule out the possibility of this being caused by moving air it is possible to place a piece of paper between the two hands, for example.

From the Dayside, the above experiment can be dismissed as an effect of mental suggestion rather than astral sensation. In the Communion ritual the experience of tingling can be dismissed as the result of intense self awareness in combination with deep breathing.

From the Twilight these issues are resolved when the sensations start or begin prior to initiating deep breathing and the intensity of the sensations is so great as to rule out any common explanation.

3. Unusual pulling sensations at the solar plexus.

The astral nervous system parallels much of the physical. Some specific centers of greater concentration known in Hindu literature as chakras take on a degree of autonomous reaction in the presence of sufficient Lifeforce. The chakra at the solar plexus is rich with such *nadis* or astral nervous connections. When in Communion the Undead make Their Presence known, Lifeforce moving out of the astral body of the celebrant surges strongly from certain specific areas of the body, the solar plexus being one.

From the Dayside, any unusual sensations from the solar plexus area are generated by the deep breathing and are muscular in origin, resulting from the use of the diaphragm.

From the Twilight, the usual paradigms are shattered when the pulling sensation begins prior to deep breathing and the intensity of the experience increases to a certain unmistakable degree.

4. Sudden upsurge of mixed emotions of joy, love, worship, fear, etc.

From the Nightside, these emotional waves come from the simple fact that as our Lifeforce flows outward, there is a clear sense from our deeper survival instincts that we are approaching death.

After all, the complete removal of all Lifeforce is the end of physical life. As our physical bodies feel this potential dark ending approaching, multiple emotions surface. Of course, no one will be drained to such a level. Unconsciousness would "pull the plug" on the Act of Communion in the most extreme imaginable case. Communion is not a Harvest but a free will **giving** of the Lifeforce to our Elders. As parents will protect a child, we are protected by the Undead.

From the Dayside, these emotions are the result of expectations in an atmosphere of shadows. The celebrant would not enter the Communion unless expecting something to happen so the suggestive element is present in every case. Beyond this, the reduction of light

allows for the mind's imagination to be more open to its own influences. The resulting emotions are thus easily explained.

From the Twilight, when the Undead are known to be present and are interacting with the celebrant with profound clarity, the mix of emotions reflects the collapse of the previous assumptions.

Suddenly the reality of the Undead is no longer a probability but a fact.

The impact on the life of the member at that moment causes an immediate whirlwind of profound emotions.

Awe at the awareness of the truth of the Temple. Joy at the realization of having broken through to the recognition of the truth. Love in the awareness that one is a restored member of an immortal Family and that no sorrow, no pain and certainly no death shall ever again be able to stay the future. Worship in the form of the deep and abiding gratitude for such favor and the concomitant willingness to serve Those Who have saved us from the mortal life. Fear with the realization of the incredible power Those Who Rule possess in Their invisible guise as the true Gods of this world.

5. Feeling of cobweb strands being laid over face or hands.

From the Nightside this is the Touch of the Hands of Those Who Have Risen. The astral Hands touch and caress the body of the celebrant and it is in the face and hands that we can most easily feel these Touchings as the Lifeforce is taken**.**

From the Dayside these sensations may actually be light cobwebs drifting through the air which, in the darkness with greater awareness of touch with diminished sight we might otherwise not feel. Additionally, if the celebrant has been deep breathing long enough such sensations could be explained by the physical effects of mild hyperventilation.

From the Nightside, the Touch of the Undead passes through the skin surface and this deeper penetration of Their Astral causes such sensations.

Again the Twilight arrives when the intensity or timing of the experience rules out "normal" explanations leaving no room for the Dayside alone.

6. Ringing in ears.

From the Nightside this is the opening of the astral sense of hearing. The flow of Lifeforce passing through the head resonates with specific vibrations which are interpreted as sound.

From the Dayside this is attributed most commonly to an increased awareness of the blood flow through the inner ear, a sound like hissing which can be perceived anytime one sufficiently stresses the body. For example, following a hot bath, or in tensing the jaw, an intense hissing and ringing sound can be physiologically generated.

From the Twilight, the Sounds of the Astral dimension are finally perceived with increasing clarity. As the astral body of the celebrant is transformed in the process of Vampiric Metamorphosis, these astral sounds form a chain of Communion with All Who Fly. These truths are reflected in the "positive" (experiential) yogas, such as the Surat Shabda which translates as Truth Sound.

There is an ancient method for teaching Flying the Dragon by simply attuning the awareness to the "inner" sound and then riding the Sound Current out of the physical body. Of course, when one has heard the Sound and transcended the body, it is no longer possible to return to a mere Nightside or Dayside perspective, as both are transcended and subsumed within the higher Twilight perspective which comfortably accommodates what would otherwise seem to be contradictory experiences.

7. Visual sense of the room filling with misty vapor.

From the Nightside, this is the awareness of the pool of Lifeforce spilling from your own body and, sometimes from the Bodies of Those Who have been drawn to your side. Often this vapor will behave as if it were fog, drifting under the control of gravity to the floor and accumulating there.

From the Dayside this is dismissed as a visual misperception due to the reduced lighting in the room and of course due to suggestion which would expect such a phenomenon to be perceived.

From the Twilight, the clear stirring of this vaporous fog as one moves in the chamber is one of increasing validation. Another is as one more

clearly perceives the fog drifting out of one's own mouth and nostrils, much as one can see the breath on a cold wintry day.

Finally of course the usual paradigms are shattered when one can see and manipulate this Akashic substance we call the Lifeforce in broad daylight as well as in the ritual chamber.

The Twilight comes when the Nightside experience overlaps the Dayside and no longer permits dismissal.

8. Sensations of being touched or stroked.

From the Nightside these sometimes startling experiences are simply labeled as what they are - the Undead making contact directly with the skin.

From the Dayside these are dismissed as mild hallucinations created by a reduced sensory environment of darkness combined with self suggestion.

From the Twilight, the firm grasp of one's hand by Another's, the unmistakable feeling of being kissed or caressed, shatters the delicate balance of Nightside and Dayside.

Our Gods can be directly experienced. To do so is to never again be the same. This is the Twilight!

9. Hearing one's name spoken aloud.

From the Nightside it is simply hearing the Words of Our Gods Who have come to Commune.

From the Dayside this is dismissed as an auditory hallucination.

From the Twilight this ranges from the ongoing ability of the Adept who will transcribe the dictations of Those Who Have Risen as voices in the mind, voices heard from apparent "empty space" and from telephones and other communication devices from which others not so aware will hear nothing. What causes this to rise completely beyond the question of being mere "hallucination" is the wealth of valid confirmation of the information so communicated.

10. Classic poltergeist effects (levitation of yourself or objects in the chamber).

From the Nightside, these are the startling acts to indicate that the Undead are making Their Presence known.

From the Dayside, these are dismissed as faulty memory, deception from others who may be present or self delusion.

From the Twilight, when the movements of physical items can no longer be ignored, when the experience is so profound and lasting as to be beyond other explanation, again the world view of the celebrant is shattered with the personal realization that these things are simply true.

11. Visually sighting the Undead present first in the mirror, then in the chamber.

From the Nightside, these begin as amorphous and often gently glowing shapes. It is as if we first become aware of the movement and then the Mover. The mirror if positioned correctly reflects nothing but acts as a dark empty space wherein these visual appearances may more easily manifest to our awareness, not having to compete with normal visual imagery.

From the Dayside, these are explained as caused by visual fatigue in a dark environment. We are merely becoming aware of flashes within the retina and the mind's natural tendency to fill empty visual space with what surrounds it (as demonstrated by the manner in which the mind fills the visual "blind spot" caused by the interruption of the retina by the optic nerve).

From the Twilight these questionable experiences are overcome by the clearly visible Forms of Those Who Rule. Eventually, no chamber is required for They may Manifest Their Presence as so Willed.

Summary

There are many more effects but each passes through the prism of the celebrant's accumulating experience. The Nightside suspends disbelief, the Dayside embraces disbelief, while the Twilight transcends both with validated experience.

5. Vampiric Communion.

An old joke relates how the student asked the teacher a question. "Some say that what matters is who you know and others say it is what you know. Which is correct?" And the teacher replied, "Neither is correct. It is **whom** you know."

The heart of this religion's Nightside leading to the Twilight lies in our most sacred rite of Communion. Our highest magical expression is the meeting with the Undead Gods.

It is not merely using magical ritual to make money. It is not just using magical ritual to attract romance. It is not an issue of using magical ritual to curse others to destruction. Money comes and goes in an eternal flow of exchange. Romantic partners enter our lives and, if they are mortal, may leave again. Those who would irritate or oppose us also come and go. It is only a matter of time.

A thorough and deep understanding of the long view of an immortal life reduces the need to be overly concerned with money, love and social irritants. This is not something which is so much understood as recognized as the years go by and the problems of former times fade into obscurity as mere humans die and we do not.

No, the heart of our Nightside magic is to meet with and be affected by Those Who Have Risen. We are Their true children and if we call Them with right intention, They will come to us.

Thus Communion is also referred to as "The Calling".

For those with short time spans, those who have a mortal outlook, the issues of wealth and love and enemies can occupy most of their attention. They must struggle to squeeze from the grim jaws of an ever nearing personal death the moments of pleasure and the freedom from injury which traditionally both magic and human religion have promised.

The religions of mankind all include prayers and supplications to their imaginary gods to beg for intervention on these issues. They plead for freedom from illness and death but dare not ask for immortality of the flesh. They whine for romantic fulfillment of their lustful desires but cannot expect to have perfect fulfillment which will endure more than a few years. They beg for protection from those who would persecute

and attack them but will not rise above their own petty fears borne of a limited life span and a limited viewpoint.

These are the prayers of the doomed to gods who are only imaginary.

By comparison, when the Vampire stands in the ritual chamber and Calls to Those Who Transcend there is no begging, pleading or whining. There is no request for mere coin of the purse or the heart. There is, instead, a renewed reconciliation with the eternally living Leaders of this Family.

Communion affects the mind. In the beginning the Vampire suspends his disbelief to engage in Nightside ritual. But with the experience of meeting the Undead Gods his suspension of disbelief is gradually replaced by his knowledge of personal experience. The Vampire does not hope he is right. He does not disengage his reason to have "faith" in the Teachings of the Temple.

Instead of struggling to believe without proof (what is called "faith"), the Vampire temporarily suspends his disbelief long enough to accumulate a body of evidence which gradually causes his mind to recognize that the Undead Gods are a reality. This is enough to shatter the monopoly of the Dayside to cause the Twilight to grow.

Communion affects the senses. As the Vampire surrenders his store of gathered Lifeforce to the Undead Gods, he comes to actually feel this withdrawal. As he reaches the limit of his Sacrifice of the gathered Lifeforce he feels the "shift" written about in **The Vampire Bible**. Though hard to describe in words, as the Vampire reaches the point of draining his stored Lifeforce this is felt as a somatic sensation and is different from any other kind of sensation he has experienced.

Communion affects the astral body of the Vampire through the Rain of Mercy.

Judgment is Theirs.

Throughout all the religions devised by the Family for the control and continued subjugation of mankind there remains the common theme of the Final Judgment. For the mortal human this is held to occur following his passage through death's door and is the moment when the Gods weigh his value. In Egypt this was directly represented by the scales which would weigh a man's heart to determine if he was "heavy

hearted" and deserving of consumption (to surrender all Lifeforce to the Undead) or to continue.

In even recent times this theme of after death deception has been carried out in cinema films such as **Logan's Run**, in which all citizens were told that upon reaching the age of thirty they would enter the "Carousel" and if found worthy would be renewed, while the truth was that no one ever survived the killing machine called the "Carousel". Of course, the "Carousel" was meant to represent the concept of the Wheel of Life or reincarnation or renewal in an afterlife.

But such hope is false for those who are not born to Live, but only to serve.

The transformation of the Vampire comes through the influence upon his astral body by the Presence of the Astral Bodies of the Undead Gods in Communion. The process could perhaps be described as a form of astral osmosis. After the Vampire surrenders Lifeforce in freely willed Sacrifice to the Undead, his "emptiness" can then be filled with the more refined and imprinted Lifeforce of the Undead.

This transfer from the Higher to the lower is known as The Rain of Mercy. This experience is commonly an emotionally moving one. Much more is transferred than merely the refined Lifeforce, for Akashic energy carries the form of knowledge, skills and wisdom itself.

All things which exist are formed from and transmute Lifeforce. Living creatures, such as animals and plants condense this energy. Human beings with their high energy-consuming nervous systems condense it more than lower animals. For this reason our Species, perched at the top of the food chain, takes Life energy from the human condensers.

But the Akashic Lifeforce is not merely energy. It carries the imprint of the thoughts, feelings and habits of the creature who condensed it. Thus when the Vampire takes Lifeforce from the human, he also takes in the imprint of human thought, human emotion and human behavioral tendencies. For this reason, the Vampire needs to hold himself aloof from the human if he wishes to transcend. It is all too easy to be drawn more deeply into resonance and sympathy with the slave. This is the error of the Renegades.

In the Rain of Mercy, the Living Vampire accepts the Higher Lifeforce and the imprint of the Thoughts, Feelings and Skills of Those Who

Have Risen. The Rain of Mercy carries the full thrust of the promise of eternity from the Eternal, the calm of patience from Those Who Know the Eternal.

It is in the Rain of Mercy that the Vampire is placed in the crucible of Eternity and is cast more and more into a shape which is in accord with the next step in evolution: immortality.

Those Living Vampires who have been molded to the extent of knowledge of these Truths are the true Priesthood. With a member of the Priesthood present, They Come swiftly.

6. The Restoration of Power.

As Communion ends, the celebrant drinks from the chalice and declares again his chosen status as a dedication.

Communion ritual uses nested symbolism to arouse appropriate responses from within the Vampire's unconscious mind. Woven like a fine Persian carpet, the symbols of Communion resonate with the ritual actions of thousands who have preceded us over thousands of years.

For example, we drink.

Prior to Communion we drink in the excess Lifeforce of the human. In Communion we drink in the Return Flow of the Rain of Mercy. At the conclusion of Communion we drink from a chalice.

To drink is to swallow, to make that which we swallow one with our body. To drink is to feel. We feel the liquid sink into our throats and spread through our body. To drink is to absorb and overwhelm that which we swallow.

We take the Living Akasha and dominate it by engulfing it.

To drink is to satisfy thirst. We satisfy our thirst for strength, for growth, for advancement, for certainty.

To drink is stop breathing during that moment. To stop breathing is to imitate death for a moment, the stillness of the unbreathing corpse. To stop the breath with the swallow is to stand for a moment in the Eternal Moment of Stillness, the Crack Between The Worlds.

These and other symbols all lay lodged within the simple act of drinking.

And we drink from a chalice.

What is a chalice? The chalice symbolizes the bodies of those humans from whom we take the excess Lifeforce. The chalice symbolizes the Bodies of the Undead Gods Who give us Their Rain of Mercy. The chalice represents our own body, the Temple of the Vampire.

It is common for this Office to receive innocent requests from new members who will ask if they may come to the Temple of the Vampire. They assume that the Temple is a building in a specific geographic location. But the Temple is not this at all.

The Temple of the Vampire is the physical body which holds this sheet of paper and will turn this page to read on.

The Temple of the Dragon is the astral body which walks in dreams and directs the Magic of the Nightside.

The Temple of the Dragon is also the Priesthood of UR, the astral gathering of the astral bodies dedicated to Those Who Have Risen and are astrally free to move from body to body, Those we call Skin Leapers.

The chalice is also the symbol known as the Holy Grail, the cup which held the wine which Yeshua the Nazarene called His Blood, the Lifeforce gathered by his CABAL on that night of Passover which celebrated the passing of the Angel of Death in the sacrifice of the firstborn sons of Egypt in that tale of power.

And it is the same cup which was said to have caught His Blood from the cross in yet another symbolic representation of the Cup of the Body which accepts the Lifeforce we surrender to The Elders in Communion. And the same cup which represents our bodies that receive the Rain of Mercy.

The chalice bears the Blood as represented by the silver platter which carried the Head of John the Baptist by Salome, who did not demand His death which had happened long before, but only His Head.

For the head itself is a chalice. Even today the Tibetan monks will use the skull as a cup.

And the skull symbolizes that which it contains. In Communion this is the symbolic Blood of Lifeforce. In the Dayside the skull contains the brain, the essence of the mental life and imagination. In the Nightside the skull contains the Doors to Other Worlds, the Passageway through the Crown Which Those Who Wear It Rule.

And thus the chalice is reflected as a symbol in the Winged Skull of UR which gazes down upon the world of the enslaved human below from the Night sky above, the radiant nimbus of the glowing Moon outlining Its Shape.

The chalice as skull and head has a long history deserving of special treatment in its own right. In brief outline here, this preservation of the Bodies and especially the Heads of those physical vehicles which once served the Undead Gods has long been a practice of deep symbolic and practical meaning. The Baphomet of the Templars is even now asserted to be either the preserved physical Head of Yeshua the Nazarene or John the Baptist.

The Skull and the Crossbones, the crossed thighbones, was the feared Templar naval battle flag, but its inner symbolic meanings pointed to the place of the Baphomet, the Skull of Yeshua "fixed" in place by the crossed legs (marking the spot) against the pitch black background of the night sky - identical in purpose to the more ancient Winged Skull of UR. The Jolly Roger, an obscene name to avoid the defiling of the Sacred Name of the Skull Itself, thus served to strike fear into many human hearts, releasing Lifeforce for the Taking.

The symbols of Communion call upon thousands of years of such linked associations, but the resonating effects of merging these symbols in the intensity of focused Power are the clarion Call which causes the Undead to Attend.

7. Leaving the chamber.

The power of closure in any relationship is such that in its absence the mind never lets go of the relationship but works it like a dog gnawing a bone. If it is a romantic relationship that ends without closure, the two parties will find their thoughts obsessively dwell for years on end upon each other.

Closure is necessary in any meaningful exchange to draw that exchange to completion and allow all the parties involved to get on with things.

In Communion we have called up the Leaders of Our Family to Present Themselves and accept our meager gift of human Lifeforce. In return we hope for a positive judgment of our worth and to receive the transmuted Higher Lifeforce from the Gods Who Rule this world.

Taking this Higher Lifeforce into our bodies we evolve and develop to rise to our potential and become more than human. We drink from the Chalice of the Bodies of the Gods and assume Their Qualities through that ingestion.

But how do we end this process? For if the act of Communion did not have an end we would not have time to inculcate the changes, to heal and to then Rise in astral splendor upon next placing our flesh bodies in sleep.

We would eventually burn out like cinders cast from a roaring fire, and expire incomplete.

Closure is necessary for our own protection and Transformation.

And we are not capable of letting go of the Chalice by our own mortal hand. Like the heroin addict who is lost to his all-consuming thirst, we do not possess sufficient strength to cut off the flow of the Higher Lifeforce.

And so we draw upon the Ancient Pact, the most Ancient Agreement between the Undead Gods and the Living Vampires who walk this earth.

We turn to the four directions in memory of the four cornerstones of the Great Trapezohedron, the truncated pyramid whose peak is the Eye of UR.

We thereby position ourselves at the Eye of the Dragon, the Center of the Cyclone, the Eye of the Hurricane, the Ladder to the Stars and the Underworld, the Dark Mystery Which is our Innermost Being behind the eyes and Lurking behind the manifestation of material reality.

From this Immobile Center the celebrant speaks the Names of Those Undead Gods he knows and knows of, the Elder Ones Whose Names have been worshipped and sacrificed to since before humankind understood words themselves.

The celebrant also again reminds himself of the meaning of Self declaration and speaks the Words which resonate with arcane power, the most secret guttural expression of tongue from the most ancient language, lost to the understanding of mankind for thousands of years but alive in the knowledge of the Vampire.

The celebrant then puts out all fire.

Fire represents the power of Contact with the Source of the Highest Fire, the Higher Lifeforce of the Undead when given in the Rain of Mercy.

Fire represents the Highest Truth which enlightens the mind from both the Dayside and Nightside in its culmination found only in the Twilight.

As the darkness wraps the celebrant and the afterimages of the extinguished flames fade, the moment is relished. This merger of light and darkness, of light and dark, of all opposites into one moment, represents the Twilight, the World of the Gods.

We have walked in the Nightside, Communed with the Leaders of our Family, the true Gods of this world, have sacrificed to Them, have been Sacrifices to Them and have eaten Their Flesh and drunk Their Essence.

We have walked the Eight Paths on the Great Trapezohedron of All Possible Experience and returned to the Single Eye of Ra, from which Our Will is Supreme.

We have entered the Twilight. We have walked out of the Twilight. We have closed the ritual.

Leaving the chamber, we go immediately into a place of light and to return to the proper pleasures of the carnal world. We complete psychological and metaphysical closure.

All of this is in recognition of the fact that there is no higher purpose than the satisfaction of our own desires, that, as Vampire, each of us is our own God.

And so it is.

The Secret Methods of Vampirism

How can something remain a secret if it is published and available for the general public to read? How can the Teachings of Vampirism remain secret if they are written for any to see?

The answer is simple. Conscious verbal understanding is not enough to master a skill. If one reads a treatise on riding a bicycle, this does not mean that one will be able to actually ride a bike. To read about how to tie a shoelace may never result in being able to understand how to actually do so.

Understanding is "standing under" mere words, and comes from application, from practice.

Thus it is actually not possible to reveal the secrets of this Temple through mere words. The Teachings of the Temple are road signs and maps, tools intended to assist the Vampire to determine where he is and how to get to his goal.

This is also why so little concern is paid to the outer form of the Temple Teachings. Some have asked from time to time why the writings of the Temple are not published in beautiful leather bound books with stamped foil lettering.

Some Temple members have even expressed dismay over the lack of physical weight and the common qualities of the books we have published.

But the wise do not judge a book by its cover.

The physical is the "cover" for the deeper truth, the astral universe. Here in the physical we are at the outer crust of the experiential universe. Those who look upon the physical as the all must remain rooted in the excreta of the Worlds.

Look at the evidence.

For those reading these words who yet lack the evidence of their senses in regard to the reality of the astral world by means of their personal verification through the out of body experience, there remain numerous other indirect pieces of evidence to examine.

In the last half of the twentieth century advances in medical technology permitted the resuscitation of heart attack victims who, in the first half of the century were considered dead and were buried. Millions of human beings now walk this world who had both their heart and brain waves stop.

Before 1950 there was a common saying that in effect, dead men tell no tales. It was commonly held that the dead do not return to tell us of an afterlife.

Since then it is estimated that over eight million U.S. citizens have not only returned from the dead, but had stories to tell us about their experiences. What was most troubling to the debunkers and skeptics was the simple fact that there were consistent common elements in their stories in addition to dream-like differences.

The concept that at death a person rises out of their physical body and observes the death scene, then enters into a tunnel or dark space to then find himself in a pleasant natural setting, commonly a garden, surrounded by others who had died before him - this scenario is now commonly known as the near death experience or NDE.

Careful psychological studies by reputable researchers also revealed that those persons experiencing an NDE who encounter a bright light then evidence profound and lasting, perhaps permanent, personality changes.

What does this mean?

First, it means that in the United States alone there are approximately eight million people who have had a life transforming experience which is evidently permanent in nature.

What is the nature of this personality change? In essence it causes the person to become passively accepting of death, to have lost the fear of death and to feel that there is some higher purpose to his life on earth.

Please note that this is not different from the change which occurs in animal prey when they have been caught in the jaws of a predator. The prey becomes passive and accepting of the inevitability of the control of the predator.

The prey ceases to struggle. It accepts its fate.

The difference here lies in the ability of human beings to articulate their attitudes following the NDE.

NDE survivors interpret their experience as lending meaning to their lives. They "know" that life extends beyond the physical but neither this experience of the OBE (out of body experience) nor meeting dead relatives nor experiencing an otherworldly place produces the personality change.

Only seeing the light does this.

And what is this "light"?

When resolved into experience, most NDE survivors report that the light surrounds, or is, a person and they usually identify this person with some deity or angelic being.

The Temple however teaches that those humans who die enter a condition known as the Dream Sharing which is a shared dream experience with other newly dead human beings and is accessible by Those Who Have Risen.

As explained in the Teachings, the Undead Gods maintain a physical anchor to the material world through at least one human body and this enables Them to maintain their astral bodies.

The Lifeforce which courses into the astral bodies of the Undead is commonly perceived as light by the newly dead humans. Those who enter the light are "absorbed" by the light. Those who survive the experience perceive themselves as being "sent back".

When a human being encounters an Undead God the Old Ways are reestablished.

The human will immediately subjugate himself to the Will of the Undead and find meaning and purpose in that relationship. The instinctual knowledge is there, that in this God the human finds his ultimate purpose.

When the human is rejected by the Light and survives the NDE they immediately must make sense of why this has happened.

Commonly they return with the sense that they have an unfulfilled mission to accomplish on earth and are now convinced of the reality of God and an afterlife.

They are right on both counts.

We are their Gods.

And this is Our afterlife.

As the numbers of NDE survivors continue to grow, swelling the ranks of those who are now obedient to their proper place in the universe under Our Will, the cultures of the world are undergoing increased changes due to this influence.

More and more the sense of coming to a significant shift in human history is recognized as the influence of NDE survivors grows and spreads.

The Final Harvest comes.

On a more immediate and practical level, what else do we learn of these documented reports from beyond the physical? We learn that NDE survivors report having another body, an astral body. This report is one of the most consistent elements of the NDE.

For those of you who have no personal proof of the astral reality, consider the testimony of over eight million people. There is not a small amount of Agreement to be found here!

Vampirism is based upon the reality of the astral body.

The Lifeforce is the Blood of the astral body.

As Vampires it is this Blood that we take from the human cattle who, like dairy cows, overproduce Lifeforce beyond their personal needs to be "milked" by Our Kind.

An alternate view of this symbiotic relationship between Vampire and human would be to suggest that each human being possesses the potential to use astral energy to make an evolutionary leap and Rise to master astral forces.

The Vampire could be viewed as such a human being. But where does one species begin and another end? As the Being in question, the Vampire chooses to perceive Our Kind as a new species (or more accurately a very old species) which has become differentiated from the human.

This argument ends with the Vampiric Transformation into joining Those Who Have Risen. The Undead Gods have broken the chains of the physical and operate from an entirely different level.

Do such Beings exist? Simply look at the evidence from the testimonies of those who have returned from the dead.

They speak of the Beings of Light Who are often viewed **as** God.

They speak of Beings Who Command the human to return to his body even if he does not wish to.

They speak of Beings Who can enter the mind of the human and review and judge that human's life as one would review and judge a book.

In this discourse, we have examined only one very popular aspect of the transformation of human kind to return them to the chains they so desperately seek, living in joyous servitude to the Gods Who Rule this world.

There are other, equally detailed and interesting examples which can lend weight to the testimony of the Teachings which state that there is more to reality than the apparent, the material.

It is first in recognizing the reality of the astral universe that one begins to grasp the meaning of what it is to become Vampire and the true Mission of this Temple.

The methods of Vampirism remain secrets from the casual reader of the Temple Teachings for the same reason a medieval monk would find the descriptions of building an electric generator unfathomable.

The medieval mind had no conception of the existence of an electrical reality in the same way that the modern mind has no practical conception of an astral reality.

It is in recognizing the reality of these things in personal experience that the secrets are revealed. In no other manner are they to be successfully opened to the secular eye of the mundane human.

In the film "The Sixth Sense", the young boy who was the focus of the tale said, "I see dead people everywhere."

From the Nightside perspective, the Temple assumes a very simple and ancient truth. It is that the astral universe exists and that all physical objects are "matter shadows" of a deeper astral reality.

Not a separate reality but coincident with so called material existence.

You are a ghost walking about in a physical body. Your ghost body (or astral body) is anchored to your physical body while you are alive and awake.

When you sleep, your astral body discoincides from the physical and, ranging at a distance, gathers lower level Lifeforce which is transmitted to the physical body. Thus we find sleep to be healing and refreshing.

Additionally, when discoincident from the physical, the astral resumes a more optimal form, free from the physical body's imperfections.

For example, if the physical has been injured or otherwise damaged, the astral re-assumes an undamaged and uninjured form while exterior to the physical. This optimal form is then reflected in the growth patterns of the physical to promote healing.

The astral body remains connected to the physical by numerous lines of force which can result in communication between the two bodies not unlike the umbilical cord of the physical fetus to the physical mother.

Ancient Taoism often depicted and extensively wrote of the mysteries of Vampiric immortality using the metaphor of the astral fetus. The concept is simple though the practice is not.

By awakening in the astral while the physical sleeps, the Master Adept learns to become more and more conscious of the connections between the two. This is especially important in the Twilight between waking and sleeping. In this condition one increasingly can sense the releasing of many astral connections, anchors or ties.

The supreme key is to learn how to reconnect with the physical completely. At the death of the physical, the Master Adept can then connect to a different physical body or bodies. This connection is also necessary for the circuit flow of Lifeforce to preserve the integrity of the astral body.

To master this art is not dissimilar from duplicating the growth of a fetus who gathers increasing complexity until at birth the fetus is expelled from the body and the cord is cut. So too the Master Adept strives to become more viable in the astral and to gain conscious control over the means of astral loosening and astral anchoring.

Just as the fetus is fed by the mother's body as it gestates, the astral body is fed by the Lifeforce gathered by the Vampire to elevate consciousness and astral control. And just as the newborn is cared for by the mother as it grows and matures to self sufficiency, so too do we receive the Higher Lifeforce bearing the Imprint of the Undead Who Have Risen. From Their Astral Forms we access directly the Wisdom of the Ages and the Key to Immortality.

Without a connection to the physical, the astral body eventually succumbs to the Second Death as it loses coherence and disintegrates into pieces. This is the eventual fate of the human who dies but does not aspire to the Mysteries of Vampirism to join Those Who Have Risen.

In ancient Egypt the Vampire Kings and later the Pharaohs were trained in these arts with numerous mnemonic devices to aid them when freed from the physical. Hence we find the efforts to preserve the form of the physical body through mummification and the creation of statues retaining the physical form of the dead King.

At death the human memories, as "smaller" astral elements, break free from the conscious mind, which relies upon Lifeforce energy to remain conscious. These memories tend to be attracted to wherever there is resonance.

When attracted to the astral of a living human this is the source for the experience of so called "past lives". The living conscious mind accesses these memories from a dead human and then assumes them to be its own. This same experience can occur with accessing the memory of one still living.

The true secret of Vampirism lies in the fact that by channeling the excess Lifeforce radiated all the time by living human beings into the Vampire's astral body, one empowers the astral and elevates consciousness.

Each act of Vampirism causes the vividness of sensory experience to be increased.

Not merely felt as a kinesthetic thrill of tingling which fills the body like a wave, the act of Vampirism causes one to note a visual brightening. The perception of sight and hearing notch up with the influx of Lifeforce and the experience is indisputable for those who pursue it with attention.

The Second Circle of the Temple, whose members are then called Vampire Predators, is reserved for those who testify to the reality of this experience as well as acknowledging the practical value of the Temple Teachings as a workable personal philosophy.

Just as true Vampires are regarded in this current modern age as myth, replaced in the mass media by the whining nonsense of illiterate adolescents who engage in sexual fetishes in the absurd swallowing of clotting physical blood, so too is the existence of the astral universe denied by those few human scientists who consider the realities of the paranormal.

Because the astral body is a ghost and is now considered by these fatuous scholars to be therefore old fashioned, they seek to swallow a camel rather than simply acknowledge a reality.

This ghost body that is more "you" than the physical, holds the physical within its space when you are normally awake. Those layers of the ghost body which extend beyond it have traditionally been referred to as the "aura".

In physical Vampirism we take advantage of this simple fact.

When you touch the skin of a human with your hand you have then physically penetrated the human's astral with your own.

The circuit for drawing off his Lifeforce is then complete and beyond question. You can rely on a certain connection.

As is mentioned in this section of **The Vampire Bible**, the Lifeforce is condensed in a progressive manner.

We, the Living Vampires, condense it for the Undead Gods. The humans condense it for us. The animals and plants eaten by the humans condense the energy of the sun. Behind the physical star we call Sol, is the astral essence of the sun.

It is an amazing thought to consider that the electromagnetic activity of the sun is in no manner different from our own brainwaves other than in scope and speed.

The source of Lifeforce for this system is held by the Inner Temple to be conscious. Raw power carries its imprint of consciousness and is the source also of all life and conscious awareness.

However, as Vampires we do not worship the sun, for this vast seething mind cares not for our individual destinies but, like a great preprogrammed mechanism, cares only to pursue its own path.

Helios is not beloved of the Family.

Helios is only hell.

This hell carries within its seething slow thoughts the defeat of those of us who dare immortality and from this early understanding has come our love of the night when the mass of this world shields us from the noise of the sun.

In the cool of the dark our astral bodies can Rise and Drink from the human astral.

In the dark of the night we can impress the sleeping minds of the humans in accordance with Our Will.

Thus have the Great Ones always ruled this world.

Thus shall it always be.

1. Contact

Real magic comes from an understanding of and control over the astral elements of the universe. "Occult" simply means "hidden."

Real magic is occult because it deals with those components of the physical universe which are invisible to the eye. Real magic is not magical or amazing to the practitioner any more than is stage magic wondrous or intriguing to the stage performer. Once you know what the mechanisms are behind the effects, there is no amazement whatsoever. The ball which floats through the air does not astound nor intrigue the stage magician, for he knows how the invisible thread suspends it.

So too there is nothing hidden or occult for the true magician who understands the workings of the astral side of things. For real magic is based upon the manipulation of the astral foundation of that which the average person calls "real."

Interpenetrating and surrounding all physical things is a slightly larger but highly diffuse astral form.

The living physical human body, for example, is encapsulated and fully filled by a slightly larger astral body. The portions of this astral body which extend beyond the physical skin are sometimes perceived and referred to as the "aura."

In the simplest application of Vampirism, the aura which extends beyond the limits of the physical serves a critical function. The aura enables access to the astral body without necessitating physical contact and, for Vampirism by physical contact, assures the Vampire of a secure connection and penetration of the prey's astral by the simple expedient of physically touching the person's skin.

The distance the astral aura extends beyond the physical varies dependent upon the health and vitality of the human; it is worth noting that the measured electromagnetic field generated by a beating human heart can extend for dozens and sometimes hundreds of feet. This fact has been capitalized upon by special operations units of modern commandos who will triangulate the precise location of enemy soldiers through solid walls at distances of hundreds of feet by picking up on the heartbeat radiation from their intended targets. These facts are deadly serious.

Again, for the commandos who can see the movement of the enemy soldiers through solid concrete and steel there is no magic involved. They are simply applying a technology which they understand - tracking human heart radiation from across a city block. But for their enemies who suddenly find themselves being destroyed by armor piercing rounds fired from powerful rifles trained on blank opaque walls of steel and stone from hundreds of feet away, their deaths are sheer magic in action. The commandos are truly "occult" in their methods. For the enemies, the commandos are using magic.

So again, all physical objects are shadowed by their slightly larger astral counterparts. And, further, the actions in the physical are commonly precipitated by the actions in the astral. The magician who has learned to See may note the flying arc of the astral bullet which precedes by a split instant the physical one.

Examples of such incidents have been reported often in the heritage of the Asian martial arts. One such anecdotal example was related by the founder of Aikido (a greatly modified version of the more ancient medieval combat art of Japanese aikijujutsu). Morihei Ueshiba was at one point in his life in a combat situation and noted that he could perceive the "ghost bullets" which would come toward him just prior to the more solid and deadly physical ones. This enabled him, he adamantly claimed, to avoid them.

Later, this same instructor spent much time attempting to teach his astrally blind and stupid students to be aware of the same effects from sword, spear and knife attacks. The inability of these students who became teachers (and then their students as well) to duplicate the feats of Ueshiba stands in mute testimony to their failure to grasp the essence of the astral reality. Today Aikido is little more than a mechanical application of leverage - a far cry from the "magic" of its founder.

Much of the more elegant portions of Asian martial arts are involved in the honing of astral awareness and manipulation. The least bastardized of these methods are found in certain versions of Tai Chi Chuan and Chi Gong. In Tai Chi Chuan the slowness of solo practice is intended to enable the student to perceive the flow of Lifeforce (ch'i in Chinese or ki in Japanese) within and around his own body and then through practice with others (called "pushing hands") to feel the Lifeforce flow which precedes the actions of the opponent. In Chi Gong a particular physical posture is assumed and then retained, quickly enabling the practitioner to sense the flow of Lifeforce. (Chi Gong's origins come, of course, from Our practice of Dead Stillness).

The original intent of these martial arts was first to enable awareness of the flow of Lifeforce in one's own body, and then in others' bodies and then in all other objects around one. This sensitivity and expanded awareness was designed to be accessed first to enable the practitioner to sense the oncoming path of any weapon and to avoid it. Then, at a higher level, it was to be able to directly alter the course of Lifeforce with sufficient energy to permit the change in the movement of the physical weapon or even directly move the enemy holding the weapon.

Thus it was the highest intention of the Asian martial arts to achieve a limited use of psychokinesis, the seeming ability to move physical objects by mind alone. Of course, this was never accomplished by mind alone but through the manipulation of the astral. There was no "magic" for the practitioners who achieved this ability. They understood the astral mechanics involved even if their understanding was borne of feeling and instinct, rather than careful descriptive language.

Thus the true Chi Gong master would know to **never** practice out of doors in sunlight, where the solar wind would wash away what little Lifeforce he struggled to amass within his own astral body. He would **never** stand "on post" (in stillness) outside in the moving air where the atmospheric flow of static electric breezes would sweep away his efforts to bank additional Lifeforce in the battery of his astral.

The masses of Asians who today rise in the early morning to go out in the open air to perform their exercises is another example of the nature of misdirection. Those who knew the secrets would never pass these to the masses except in ways that would assure the secrecy.

Instead, the true practitioners would only perform their exercises in small closed rooms, at night, shielded by the walls of a shelter from the moving air and shielded by the mass of the earth from the fires of Helios. And then, as now, they quietly sneered at the fools who sought the "healthful benefits" of exercise in the burning rays of the dawning sun.

The true practitioners followed the simple rules of containment and seclusion because over months and years they discovered that they could amass enough Lifeforce to not merely sense the movement of others and their weapons, but to be able to cause an opponent to fall to the ground at a touch, or even at the pointing of a finger.

This was for centuries considered the highest of martial arts and is still regaled in the stories and then in modern films which describe martial artists of earlier times who could perform what could only be called magic by those who did not understand the methods.

Sensitivity to the astral requires many things, not the least of which is time and effort. The Vampire, however, recognizes one critical element in the mechanics of magic. The Vampire understands that he need not struggle to pull himself up by his own bootstraps. He need not simply attempt to manipulate his own Lifeforce.

No, the Vampire recognizes that by directly taking the concentrated Lifeforce of the human into his own astral body he can accelerate the speed of power acquisition and accomplishment.

And he also understands that by exchanging the Lifeforce concentrated within his astral, taken from so many others, for the even more highly concentrated and imprinted Lifeforce of the Undead, he gathers both power and learned skill directly into his being from Those Who Have Gone Before.

2. Penetrate

Vampirism is ecstasy. The original meaning of ecstasy resonates with this fact. Ecstasy first came from the ancient Greek *e'kstasis*, derived in turn from the verb *exista'nai* drawn from a compound formed by the prefix *ek-* (out) and *hista'nai* (place) and therefore means "displace."

There exists in this word an underlying notion of experiencing being "beside oneself, in the grip of extreme passion" and there were archaic phrases used to suggest this, such as "an ecstasy of rage." More recently the meaning has evolved to simple "delight," a weak shadow of the original meaning.

Everything in Vampirism requires Lifeforce, the astral energy which interpenetrates and sustains all matter. The Vampiric act, to be effective, requires that a connection be made to draw off the excess Lifeforce from the human which is otherwise shed wastefully.

Penetration is as critical to the act of Vampirism as plugging an electrical connection into a wall socket is to using an electrical appliance. Without a proper connection nothing happens.

Fortunately the human astral form, the energy body or astral body (so called due to its starry appearance) remains slightly larger than the physical body which it sustains. The astral extends outside the skin for varying distances depending upon a wide range of factors.

This layer of astral substance surrounding the body of the human allows the Vampire to be certain that by reaching as far as the physical skin of a victim he will properly penetrate the astral and make an effective connection for the flow of Lifeforce.

Just as with the human, the Vampire's astral extends beyond his own physical skin and by simply touching skin to skin, the two astral bodies - Vampire and human - overlap. Penetration is accomplished.

The unconscious awareness of this fact lies behind all of the social mores and taboos found in every culture throughout history concerning the importance of place and position. The ruler sits in an elevated position, such as upon a throne, and the subject must approach from below. The subject's head is always positioned so that the ruler's penetrating hand may lower to the subject's head or shoulder.

The very use of the words "superior" meaning "above" and "inferior" meaning "below" reflected this inner meaning.

There exists in every culture a varying distance surrounding the individual's body which serves as a social boundary. Invading another's personal space is offensive only because it reflects the astral reality of penetration and possible energy Vampirism.

These personal boundaries also vary widely from culture to culture but are always present. In European culture the personal space is often between three to four feet from the body, while in Arabic cultures it is commonly only a few inches. The distances in each culture are directly correlated to that culture's treatment of the importance of the individual versus the group. In tribal societies where the individual has no special value apart from his contributions to the tribe, the social space allotted a person shrinks to close to zero. In modern Western culture the distance is about arm's length.

The entire purpose of courtship rituals, sexual intercourse and dominance is revealed here from its primary root. The couple who caress each other have absolute astral penetration which culminates with sexual penetration in physical coitus. In orgasm the human can experiences a degree of ecstasy with the exchange of Lifeforce.

Following intercourse, the tingling sensations caused by the Lifeforce exchange are unmistakable.

But sex is not Vampirism. One is an exchange of Lifeforce while the other is the harvesting of Lifeforce.

It is in Communion and specifically in the Rain of Mercy that the equivalent of sex on a Higher Plane takes place. In Communion we see the return flow of a more refined and imprinted Lifeforce from the Undead to those who would Rise, the Living Vampires.

Penetration is an astral act and not a physical act. Without conscious, willed intention even penetration may not occur with physical touching. This is reflected in complaints of those who have physical sex but feel nothing and cannot achieve orgasm. The flesh is willing but the mind is diverted. The result is a lack of ecstasy due to a failure of astral penetration.

On a Higher Level, at a Gathering, it is possible when in astral flight to completely merge with another in a total penetration. This is the height of what could be described as astral sex and is the ultimate personal experience of ecstasy. Here the personal exchange of energy with another is complete. It is this experience that human orgasm approaches and that complete Communion of a Gathering achieves.

And from the Dayside all of this is viewed as nonsense and fantasy alone. From the Nightside it is directly experienced.

3. Draw In

Following penetration of the astral body of the human, it is necessary for the Vampire to absorb the Lifeforce as an act of Will.

Breathing is necessary for life. Breathing is the one physical act we perform which is conducted unconsciously by the body even when we sleep, and is also available to conscious control within certain limits. We can choose to inhale more deeply or shallowly and even hold our breaths for a time.

The actions of the astral respond directly to our conscious will. The physical follows the astral. This is one level of meaning for the ancient Hermetic dictum "As Above, so Below." The astral directs the physical.

For example, when you might desire to open or close your hand, the actual intention of doing so is carried out by the astral a split instant prior to the physical action.

By installing a pattern of motion into the astral through numerous repetitions the so-called reaction time can be shortened beyond the usual physical parameters.

For example, in an emergency such as an automobile accident or house fire it is common for people to experience the curious effect of seeming to have time almost stand still while they can deliberately move with certainty and precision as if in slow motion.

To an outside observer the actions of a person who has stretched time are sometimes so swift that the eye cannot follow these actions. To the person in stretched time all seems to be in slow motion and the body moves slowly also. They seem to have all the time in the world to move effectively and efficiently from their subjective experience.

What is happening here is that the individual has shifted more completely to the astral level. At the astral level time moves at a different pace than in the so called physical. From the alternative time flow of the astral the physical is perceived to move more slowly because it **is** moving more slowly.

The understanding of this fact lies behind the traditional training techniques of many ancient Chinese boxing arts wherein the practitioner is expected to move extremely slowly through the physical patterns he would later wish to move through swiftly. By also engaging the awareness of these motions the Chinese boxer would set the pattern in the astral. Then when engaged in combat, time stretching would occur and an old and frail person could move more rapidly than a strong young athlete.

Since merely touching a person in the eye with one's fingertip can stop their sight and intention or quickly stabbing one's extended fingertips into an opponent's throat can kill him, the advantage of time stretching in combat overwhelmed the prowess of physical strength and speed training. Modern sports medicine still believes the opposite is true. The expectation of modern physiologists is that the "fast twitch" muscle memory can only be developed by swift movements. In other words, an athlete who wishes to move quickly must practice quickly. Modern sports medicine being based entirely upon the expectations of physical analysis denies that slow movement can result in extremely

fast movement. The entire cultural expectation that muscle is superior to mind in physical competition supports this expectation.

Yet the phenomena of emergency time stretching cannot be explained by reference to the physical alone. Curiously, it turns out that slow and deliberate movement of the physical body with focused conscious awareness of the feelings of the movement imprints the movement memory of the physical into the astral. With sufficient repetitions, the astral can then be accessed at will and the effect of time stretching enables the physical to move not only faster than it "should" but also with precision.

It is a remarkable experience to accidentally knock a glass of water from a table with the back of your hand and then see that same hand reach out and catch the glass moving it in such a way as to catch all of the water being spilled and then smoothly returning the glass to the table. The movement memory in the astral permits time stretching and the physical follows the (now) unconscious pattern launched only by the sudden intention of your mind.

To set these movement patterns in the astral the time honored "trick" has been to move with deliberate slowness, feeling the movement of the body with careful attention and to breathe with the movements. Traditionally any movement away from the body (such as a palm heel strike to the chin) is accompanied by an exhalation of the breath and any movement inward toward one's own torso is accompanied by an inhalation.

To those without understanding these breathing movements have always seemed self defeating. The ignorant would commonly demand to know how anyone could, in the heat of combat, ever be able to inhale and exhale so quickly. The old saying that the hand is quicker than the eye is true and it is equally true to state that the hand is **much** quicker than the breath.

From these misperceptions came the mechanically rigid and painfully slow movements of modern karate as first formulated by Funikoshi Gishen in his "sport" formulation of Okinawan forms of Chinese boxing about a century ago. The new explanation offered for breathing patterns was the misuse of the "kiai" or striking shout.

The excuse given for all the breathing was basically that if you tensed your abdomen at the moment you struck an opponent you could do so best by making a shout. The comparison was made between how when

someone would lift a heavy object they will grunt. Yet the meaning of the Japanese word "kiai" betrayed the shallowness of this rationalization. Ki is a reference to the Lifeforce. In Chinese the word is ch'i as used in "Tai Chi Chuan" which means basically "ultimate **energy** fist."

Because the outer (physical) form was exclusively focused upon breathing for no apparent reason except tradition, the inner (astral) training was ignored and all that remained was the ignorant mimicry of the original intention.

But the original intention remained how to set the movement pattern into the astral to achieve time stretching upon command. The inhalation when drawing the limbs toward oneself was also the drawing of Lifeforce into the astral. The exhalation when extending the limbs (as in a strike) was also the projection of the Lifeforce from the astral.

The actual flow of the Lifeforce while performing these movements is commonly referred to as the flow of the ki in modern Aikido and as the flow of ch'i in modern Tai Chi and Chi Gung. The same sensation of moving the Lifeforce in and through the body is experienced in many aspects of Hatha (physical posture) Yoga, as well as in Pranayama (breath control) Yoga.

Feeling the movement of Lifeforce is as easy as paying careful attention to the body anytime one inhales or exhales with intention. All this requires is a willingness to perform the actions as an experiment.

The link between the breath and the Lifeforce is revealed also in the etymological source of the word for breath which is synonymous with spirit. In **Genesis** (2:7) we read "And the Lord God formed man of the dust of the ground, and breathed into his nostrils the breath of life; and man became a living soul."

Thus when we inhale we draw in the breath of life, which is the Act of Vampirism.

4. Break Contact

Following the act of Vampirism it is critical to withdraw contact with the prey.

The act of Vampirism is directed by the intention of the mind and the mind must also end this connection. To fail to do so can result in either a potential chronic drain of Lifeforce from the human (which would not be beneficial to his health and well being) or a chronic unconscious drain of Lifeforce from the Vampire.

This is the Nightside overview of the need to always break contact. From the Dayside there are additional meanings to be examined to broaden our understanding.

Any task, any work, any act of creation needs to come to a place of completion.

The Japanese term for this state is *zanshin* and communicates many meanings to include the sense of completion one feels with follow through. For example, a tennis player who swings all the way through when striking the ball can experience *zanshin*.

To better understand the importance of this need for completion in any endeavor, consider what happens in its absence. What occurs when there is not follow through to complete something?

The tennis player who would only strike the ball without follow through would find his control over the direction of the ball would cease and the effort to strike "at" the target rather than sweeping "through" the target would feel unsatisfactory and jarring as well.

The competition firearms target shooter will always squeeze through the trigger beyond the point where the hammer falls and detonates the cartridge. Since the creation of firearms, soldiers throughout the world have been admonished to not pull the trigger but to squeeze it.

The first lesson for the Dayside in regard to breaking contact includes the realization that to complete anything in life requires this follow through or the project will go awry.

The second lesson for the Dayside is to recognize that without completion, without breaking contact, the task will not be complete and will degrade.

For example, when a house is built the day comes when the carpenters, plumbers, painters, etc. are all paid and told that their work is done. If this is not done, tinkering will result in unending alterations.

The Hearst Mansion in Southern California grew and grew into a gargantuan museum-like castle because William Randolph Hearst continuously revised the construction plans. Guests would complain they could not sleep due to the ongoing hammering from construction workers.

Thus, to finish a task is as important as to begin one. This requires a conscious decision to break contact with the process and end it.

Other examples of this principle come from software manufacturers such as Microsoft who have a policy of creating a software program that still retains many flaws (called bugs) but will nevertheless declare the program finished and ship it out to the customers who will report the flaws which are then fixed over time.

Microsoft rose to spectacular heights of commercial success by being willing to declare a project done. By choosing to break contact with continuous improvement but instead declaring a job to be done, the company could then place its resources to accomplish the next project.

The search for perfection can kill the act of creation. A willingness to say, "So it is done!" places the bracket of completion on anything and enables it to be put to use, for better or worse.

So many lives are wasted in a search for the perfect.

The search for the perfect romantic partner. The search for the perfect occupation. The ongoing search for the perfect weather, government, investment method, economic system, etc.

Lives are wasted in futile efforts to find perfection rather than to use what is at hand here and now! Thus completion requires an act of Will.

From the Nightside, the act of Vampirism is also recognized to be executed through the conscious intent to activate unconscious processes of instinct.

With practice, the Vampire moves toward the mastery of each method of Vampirism, beginning with simple physical contact all the way to the most elegant contact by mind alone.

From the Dayside the lesson is clear. Most of what we do is done for us by unconscious processes which we first had to direct through conscious intention.

For example, as I type these words I do not plan in advance each word which will be written. I hold the intention of what I wish to communicate and the unconscious mind produces the words in a stream which is more or less grammatically correct and meaningful.

This didn't happen by accident. I had to first learn words as a child and then the grammar of the language I spoke. Then I had to learn how to read and write the written language. Then I had to learn to type.

Now, however, when I wish to communicate on paper I merely hold the intention and the words flow from that Dark Source that exists outside of conscious awareness, away from the light of conscious knowledge.

Thus in a very real way all that we do, all that we think comes from the Dark Fountain of the unconscious.

My memories are given to me from outside my awareness. My creative ideas and solutions to problems spring into my mind, sometimes in part or in whole, from outside my awareness.

Every word I speak or write is given to me to use.

And all that I must do is ask for it, to expect it.

Then I must break contact with attempting to do it consciously so that the Dark Source may fill my request and give me the substance of things yet unseen but desired.

From the Twilight, what lessons can we then learn?

We can come to know that to do anything at all first requires an act of Will followed by the willingness to permit that which we desire to create to then Manifest itself in our experience.

THE DEVELOPING STAGES OF VAMPIRISM

1. Physical Contact Required.

The stages of Vampiric development parallel the triune, compartmentalized belief system of the Vampire religion: Dayside, Nightside and Twilight.

We always begin with the Dayside.

From the Dayside, Vampirism is the taking of energy from the human. This energy can come as time and effort expended on behalf of the Vampire. It can come as money and gifts of value to the Vampire. It can come as sexual favors and other services for the Vampire.

These are, however, never acts of theft. The human freely desires to gift the Vampire with his energy. The Vampire must, however, be willing to accept these gifts and this requires physical contact.

In all Dayside activities, physical contact enables Vampirism. In business, we need to press the flesh and to make personalized contact. In negotiations we need to sit down together to discuss things. In reconciling with former enemies, we sit down to eat together.

Thus, to manifest successful Dayside Vampirism, to so structure the situation that gifts will be made and so that we may accept those gifts, we find the greatest success comes with making physical contact.

This also explains why it is harder to do business only over the telephone or the internet. This also helps underline the difficulties in resolving personal issues at a distance.

When you are physically with the human, the handshake or embrace enables the transaction far more easily than efforts at a distance.

From the Nightside the touching of the Vampire against the skin of the human ensures that their astral bodies are now not only in contact but interpenetrated.

The handshake so commonly used in the West is avoided in the East originally for this very reason. The Japanese would bow and the East Indian clap his hands together rather than to touch the person as this action withholds the astral from easy penetration.

Today, of course, these origins are lost to the conscious awareness of all but the most sensitive and aware. It has simply become custom and tradition. The cause remains the same nonetheless.

From the Twilight we find all of the instances of the reverse of Vampirism - healing by touch. The healer traditionally will "lay hands" upon the patient and send Lifeforce into the astral and therefore the physical of the patient.

The healer must himself be well and free of disease, or the transmission of his Lifeforce will carry into the patient the form and seeds of that illness.

This concept, that a higher being can heal by touch, has a long history, lost in the mists of time. Commonly the kings and rulers were held to have the magical ability to heal by touch. This reflected the Higher Origins of the concept of the divine right of kings. As the earliest rulers of human beings were the Vampire, They could heal as well as consume.

In Communion we see today this healing aspect of the Higher Imprint of the Lifeforce of the Undead Gods with the Rain of Mercy.

2. Visual Contact Required

From the Dayside, there is this overwhelming, cross-cultural need to look someone in the eye to fathom whether they are being truthful, trustworthy, loyal, etc. Someone who will not look you straight in the eye, who is shifty-eyed, is felt to be dishonest. What is it that we see that causes us to believe this to be true? One answer is found in pupil dilation.

Pupil dilation has been demonstrated in experiments to correlate with the like or dislike of what is being seen, even outside of conscious awareness (as demonstrated in subliminal testing of subjects using visual slides).

When we see something or someone we like, our pupils open as if to allow more of that which we like to come in to us. When we see something offensive, our pupils contract as if to restrict the entrance of the offending image.

This is unconsciously recognized worldwide, particularly in courtship rituals such as dating. Romantic atmosphere commonly involves darkened rooms lit only by candlelight that naturally causes the pupils to dilate. We see the partner's eyes gazing at us with widened pupils and without conscious awareness as to the reason why, we feel that this person is looking upon us with desire.

This also works internally as when our pupils dilate. Even though we may not be conscious of this fact, it too feeds back to us as a feeling of liking what we see.

Another cue we receive from the eyes is related to the rate of eyelid blinking. When most people tell a lie, there are responses that go on in terms of eye blink rates. The faster a person blinks, the more tension they may be experiencing and hence the greater likelihood they are not being honest with us.

Culturally this has come down to us as the difference between someone with a steady gaze (low eye blink rate) versus, again, that shifty-eyed person. Individuals having trouble with their contact lenses and who enter into negotiation situations often wonder why things went so poorly. If they had simply removed the contact lenses for their meeting and blinked at a more normal rate, this problem would never have come up.

From the Nightside, we find the expression of the universally feared icon, the evil eye. In every culture of the world, the evil eye is feared, and charms, warding-off gestures and other devices are used in an effort to prevent this sudden attack of the eye of evil.

To be more precise, the fear of the evil eye has more to do with the injection of Lifeforce with negative suggestions into the victim, than the more natural and mutually beneficial gift of Lifeforce from the human to the Vampire that we of the Temple know of as Vampirism by Visual Contact.

What most people fear is that someone will place a curse upon them by catching their eye and then driving into their soul the attack of bad luck which will then ruin their life.

This of course is the sending of the vengeful suggestion into the astral of the victim and is, if you will, the opposite of Vampirism by Visual Contact in terms of the flow of Lifeforce. However, it is just as easy to

perform this act as the other. The evil eye is real but usually requires training as a Vampire to be properly and effectively accomplished.

From the Twilight, it is also possible to project the "Healing Eye". To catch the eye of someone we care for and to smile is the simplest example of this phenomenon. On a higher level, the Vampire can learn to project Lifeforce to carry specific suggestions for health as well as other suggestions for the human to obey.

Before Anton Mesmer was falsely branded a fake in Europe in the eighteenth century, the projection of "magnetic" commands without verbal suggestion and by gaze alone was producing measurable results.

When a scientific committee chose to debunk Mesmer's work, this feature of Vampiric skills was neatly removed from the human domain once again.

Verbal suggestions replaced the projection and manipulation of Lifeforce such that hypnosis was born and mesmerism buried ... but not forgotten by the Vampire.

3. Sympathetic Contact
and
4. Mind Contact.

The Nine Laws of Magic are addressed in detail in **The Vampire Sorcery Bible**. Here we will examine in brief overview the anthropological use of the magic of "sympathy and contagion" in the context of Vampirism.

The concept here comes from the occult adage of "Once Together, Always Together."

This formerly strictly Nightside Teaching entered the Dayside in an abrupt manner when Alain Aspect of Switzerland proved Bell's Theorem to be correct.

In short, Bell's Theorem suggested that any subatomic particles once separated will continue to have a connection that is measurable and instantaneous no matter how far apart they might be seemingly separated. Alain Aspect demonstrated in a 1982 published experiment that this was, in fact, true.

The importance of this proof in physics for Bell's Theorem was that it closed the door to several models of reality and only permitted those models that included what physicists refer to as nonlocality.

This simply means that on some deep, usually invisible (occult) level everything in reality is connected to everything else **and** that the space between things is unimportant to this connection.

In Aspect's experiment, the change of direction in one particle resulted in an instantaneous change in direction for the other particle faster than the speed of light.

Yet everything previously understood about physics from Einstein's Theory of Relativity denied that this would be possible.

Yet this experiment has proven that apparent faster-than-light results do indeed happen. The experiment has been repeated successfully all over the world numerous times. It is fact.

Only three models for reality have been proposed to account for these facts.

(1) The Multiple Worlds hypothesis.

This view suggests that with every choice between at least two possible actions, two new universes come into being to cover all possible outcomes.

One of the major problems with this solution is it is, by definition, not testable and frankly deserves to be considered a religious explanation as it is based upon faith (belief without the possibility of supporting evidence).

(2) Superluminal Communication.

This offers a loophole to Einstein's light speed limit and suggests that it is possible to go faster or slower than the speed of light but impossible to pass through that speed on the way up or down.

The problem with this model is that it requires that FTL (faster than light) signals move backwards through time. Time traveling signals create unending paradoxes that do not seem to exist.

Thus this model seems to lack supporting evidence.

(3) The Holistic Universe model.

The proof of Bell's Theorem points to this model as being the most likely candidate for explaining the facts of reality. And, not surprisingly, this version suggested by physicist David Bohm closely parallels the Temple's own Teachings in regard to the Dayside and the Nightside.

Bohm suggested that one can view reality from two different perspectives: an **un**-folded universe and an **en**-folded universe.

The **un**-folded universe is the Dayside perspective. This is a view of reality which has time, space and movement of separate entities.

The **en**-folded universe is the Nightside perspective in which we find that space and time are illusions such that there are no separations between anything at all.

When you unite these two perspectives into one, the result is the Twilight. However, there does not yet exist a clear parallel model for the Twilight perspective in modern physics.

Sympathetic Contact Vampirism requires the Nightside perspective of the **en**-folded universe. Because space and time are illusions, there are no separations to begin with.

To Vampirize someone at a distance, however, we need to overcome the limiting aspects of the Dayside which deny that contact at a distance is possible.

The experience of doing so is interpreted by the Vampire as the recognition of "astral threads" which connect apparently separate entities.

Since we begin from a Dayside perspective, it is easier to understand that once two entities have been in contact, their astral bodies then remain connected by long "sticky" threads which can extend without limit.

It is not that the astral does not exist. It does. It is that our perception of what exists molds the experience we generate. By looking for astral threads, we then discover them.

The more experience we have in doing so, the easier this becomes as a general rule.

Mind Contact Vampirism requires the Twilight perspective because now we come to recognize there is no need for initial contact between entities since there was no separation to begin with!

In the Temple Teachings we will sometimes see reference to the Inner Mysteries and Teachings which are restricted to the Inner Membership.

This is not actually an issue of censorship for the lower Grades of the Temple but a recognition that those Vampires who have truly advanced their Vampiric Condition are **capable** of comprehending and utilizing these Higher Teachings.

This is also why the Temple made the decision to offer the written Teachings as published materials without regard to Grade within the Temple.

These are open secrets in the sense that only those who work effectively to achieve the desired results can truly access the secrets.

This is similar to any mastered art, such as riding a bicycle or tying a shoelace.

You can write detailed descriptions that instruct one on how to do it but until one actually does do it, it remains very much a mystery.

And after one gets the hang of it, then they can do it more and more efficiently with experience until, finally, it is a fully unconscious act which one may be able to do but cannot always easily teach.

The Predator of Humans

Paragraphs 1 - 7

There is no equality between living things. There are always differences in the skills and capabilities of one creature to another and one species to another.

A cheetah can run at incredibly high speeds for a short distance and a gazelle can run at lesser speeds for a longer distance, while a human being can potentially run at a much lower speed longer than any other mammal for long distances. And of course a young healthy cheetah will be able to outperform an older, sick cheetah.

These things are obvious. Yet the current modern human culture has become infatuated with an idea which runs counter to this obvious truth.

Popularized in the eighteenth century from the slogans of the American and French Revolution is the concept "All men are created equal". This meme was referring to the legal rights of citizens in a democratic republic rather than to equality in all things, but the slogan became absorbed into the mass mind as an unquestioned and generalized fact.

The reasoning behind the legal equality was to achieve precisely what has resulted: the elevation of the importance of the average to above average, or, to quote the tongue-in-cheek Louisiana politician, Huey Long, **"Every man a king".**

The meme worked as intended.

Today citizens of at least the First World countries consider themselves to be equal in importance to everyone else and demand an ever widening range of rights.

In the Declaration of Independence, Thomas Jefferson enumerated only three rights (life, liberty and the pursuit of happiness) but since that time the concept has grown to encompass not rights but implied or explicit governmental guarantees.

Today most First World citizens expect their governments to do things for them that no empire or kingdom previously expected of their ruling class. Today it is common to hear the rabble proclaim that they have a right to a guaranteed financial income, a retirement pension, free

medical care, free burial insurance, free food, shelter, clothing and more.

This nonsense has spilled over to include governmental guarantees of not merely the **pursuit** of happiness but the **achievement** of happiness through free prescriptions of drugs and legal guarantees that no one else will be permitted to speak or act in any manner which might offend anyone else!

Currently the term for this sort of thinking has been called "political correctness" (or "PC") and while the majority still claim they disagree with it, their fundamental assumption of universal equality is the foundation for the PC perspective.

All of this has come about as it should have, in accordance with the Family's intentions.

The generalized belief that all individual human beings are universally equal is one of the best slave control concepts yet devised.

Hope is the carrot which attracts the masses to slave at their mundane tasks in accordance with the desire of the Family to see civilization grow and prosper for Our benefit.

Hope is afforded by the quasi-religious belief held by most in the First World that because they are equal and their governments must provide them with their guaranteed rights, they will, sooner or later, get everything that they feel is coming to them.

And, of course they **do** get everything that is coming to them in accordance with the true natural order of things and not based on their fantasies of universal equality.

Additionally, as opposed to the incentive of the carrot of hope, there exists the use of the stick of punishment.

Because each citizen feels that the others must conform to the behaviors and ideas that are comfortable to his prejudices and preferences, the use of legal and illegal actions to force others to conform is now common. The tort system in most countries is becoming an amazingly unjust justice system.

Increasingly, entire professions and industries are pushed against the financial wall to success as lawsuits serve as a means to both punish

someone for the failed promises of guaranteed happiness as well as a simple means to achieve tax-free income.

By causing the masses to view specific **other** special interest groups as being the evildoers, **all** members of the masses are directing their frustrations over not receiving their guaranteed rewards toward the other members of their culture.

Of course the underlying assumptions are not questioned. Such an act requires conscious intention as well as a willingness to bow to reality rather than whim.

Thus the Vampire looks at the facts of reality and recognizes the illusion of equality for what it is - a means for social control. In so doing, the Vampire rises **above** this mass hypnosis and can begin to operate consciously from the recognition that **inequality** is the rule.

The Vampire Bible discusses the concept of prey consciousness and points out that despite the beliefs held by the human and his societies, he acts as prey when push comes to shove.

The critical feature of prey is that they operate from a lack of critical evaluation. Commonly, all prey in the animal kingdom are limited in their capacity to think and are essentially programmed by their natures to behave in easily predictable ways.

The deer will freeze at the sudden approach of a car's headlights because such behavior is the usual immediate defense against a predator, a method to attempt to blend in with the background. Apart from freezing the most common other behavior used by prey is that of flight. Running away in a total panic often saves them from the predator's jaws so that they may breed and continue their species.

If such prey had the capacity to think more abstractly so that they could formulate concepts and devise new alternative plans, deer would quickly reason from observing automobiles that when a bright light approaches, flight is superior to freezing in place. Thus the capacity for thought and planning to rise above one's fundamental instincts would enable prey to improve their chances for survival and make it harder for the predator.

The human **has** the capacity for such abstract thinking and planning but overall has been thwarted from doing so by a wide number of social memes which cause him to freeze instead of to evade danger.

The belief in absolute equality is only one of many such social constraints.

Fortunately for the human, the Vampire does not harm his prey. From the Dayside perspective the Vampire accepts energy from the human in the form of money, work, and service. The human gives his energy willingly and not from force but from desire.

To achieve this set of circumstances the Dayside Vampire manipulates the beliefs of the human which divides him from reality and structures the situation to accept the free will gift from the human.

However to be willing to so structure the situation, to manipulate the human and be willing to accept his due, the Vampire must break with the very same delusions that dominate the thinking and actions of the human.

Ceasing to identify with human social structures is one such step to achieve the Dayside Vampiric Condition.

This recognition and conscious endorsement of being willing to manipulate the human legally and honestly to your benefit goes fully against the most ingrained social memes with which the human masses are kept in subjugation.

It all comes down to an issue of identity.

If you identify with the human you will find that taking the steps required to manipulate his social and individual psychology to your benefit will be inhibited and probably thwarted. Guilt in this case is the social control which results.

If you identify with the Vampire you will understand several additional truths and be free of the social constraints which would prevent your control of the human situation.

One of these truths is that, quite simply, humans basically **want** to be manipulated!

Statistical proof of this point can be easily derived from even a cursory examination of the stock markets of the world. The vast majority of greedy (a social control meme) individual investors will almost **always** lose money in their investment actions. They will buy at high stock prices and sell out of their positions at low prices.

Many explanations have been offered for the psychological causes for this greed versus fear behavior but that is not the issue. Those who **successfully** invest and profit from their investments in the markets do so by **ignoring their emotions** and using **non-emotional** methods to determine their investment decisions.

In other words, the emotional makeup of the human being is designed to punish his desire for gain so effectively he loses almost 100% of the time.

Take this simple truth in regard to only making money in the stock market and extrapolate it to all human arenas of action. What do we see? Prey consciousness reinforced by social constructs.

The Vampire operates as all predators do with an individual pride and self-certainty in his unquestioned understanding that prey exist to serve his needs.

The wolf does not debate whether the rabbit should be taken.

The lion does not question the role of a zebra.

To the degree the Vampire rises above the social controls which ensure humans remain as prey, he is free to be what he is.

There is a dividing line between predator and prey.

The task of the Vampire is to make that choice consciously.

All of this is reflected in "The Vampire Creed" where it is written:

I am proud that I am a predatory animal and I honor my animal instincts.

I am a Vampire.

Bow down before me.

Paragraphs 8 - 12

Death.

Every human being you see is dying or going to die.

Yet they ignore it. They lie about it. They pretend it isn't true. They choose instead to gather in groups at church and tell each other that they have been promised special treatment from their god or gods.

Of course they have been given ... **only promises**.

From time to time it is necessary to give public Demonstrations of Power to the human beings of this world. They cannot go more than about two generations without such Demonstrations before their religious faith begins to falter.

Each Demonstration is carefully orchestrated to be both impossible to ignore and equally impossible to explain away. Usually it is useful to build expectation with a series of Demonstrations which result in a Grand Harvest. The Harvest reaps the mass generated surge of Lifeforce and also serves to support the Demonstration by gathering Agreement. Lourdes and Fatima are two classical examples of Demonstrations of this nature.

A new Demonstration is due soon. The structure of religious belief requires a new infusion of support through direct experience. The groundwork for this new Demonstration has been laid over more than fifty years through the extraterrestrial contact cover so that before long this set stage will present a new play to a large audience.

With this new Demonstration, religious faith will be strengthened for the human slave yet again. This will continue to successfully offer a sense of survival for the human in the face of death, and control in the presence of chaos. All will once again become calm - the calm before the storm.

Below the surface of the conscious belief systems (religions) held by the humans lie the brittle realities which guide their deepest desires. On deep levels **they know.** One of these levels is revealed in sex.

The male predator attracts the female who wishes a strong hand to defend her offspring. Women are attracted to the strong man despite

the cultural fads of distorted modern feminism or the demand for more sensitive partners.

The chemistry of the body reveals the hidden truth. Conquest, even in a simple game of chess, will elevate testosterone levels in the blood in the winner and cause it to drop in the loser. Pheromones released into the air from the body will carry the message that this man is a winner.

Conquest is the strongest aphrodisiac.

And what of the strong woman? Curiously, much the same holds true. In this case, like attracts like. While the passive and submissive woman may appeal to the weak man, the strong man will usually find he prefers the challenge of winning the woman who is hard to get.

The outcome of this chemical stratification is the birth of children from the strong who, in turn, carry the same tendencies forward to their children, and so forth.

This is even revealed by the mating dance of sex. Watch animals mate and note the similarity to combat between the male and female to include nips and bites. This reflects and reinforces the same issue of attraction between the strong and the emulation of predatory behavior.

Domestication of a species requires that the passive animals be defended from natural predators. So, too, with the human. The masses of humans have been bred and led to be dead. The values of passivity and obedience to the will of the group have been carefully reinforced in the human herd and, apart from the chemistry of the physical, the meme of slavery as virtue has been primarily maintained by religion.

Of course, when the cattle approach the slaughterhouse, they smell the spilling of blood and will panic and stampede. Thus the careful control of cattle through individual pens and narrow passageways removes much of this problem.

For the human cattle, their fear of death is contained through the narrow mindsets of religious dogma.

These words assure the humans that though it might **appear** that they will die, they will be resurrected into a young and strong, **perfect** body in another world. They are assured by the gods of their faith that waiting for them is a better world, free of the pain and struggle of this imperfect earthly world.

Additionally they are informed they must obey, they must be passive and they must self-sacrifice. In this fashion the masses of humanity become domesticated.

And it is precisely this mindset and perspective that must be rejected by those who wish to be found worthy of their Heritage and join Those Who Rule.

Rule or serve. Master or slave. Thus it has always been and thus it shall always be. The same timeless choice stands before you in every moment.

The Truth of the Lie

Predators are quiet and stealthy. They do not announce themselves with loud bellows or roars to the herds of prey.

Predators use camouflage and cover to hide their presence from the herd.

The Vampire Predator is no different.

Humans are social animals who believe many things. Most of these beliefs are built from words and the mental realities that words can form. Consequently one important aspect of the camouflage of the Vampire is to support the idea that "Vampires don't exist."

This effort has been aided by the leveraged use of folklore through oral traditions over the centuries. By continuing to make the reality of Vampires increasingly unbelievable, We have succeeded in achieving the end desired.

Humans do not believe in real Vampires.

In more modern times this cultural effort at disinformation has been aided enormously first by the written word and then by cinema portrayals of supernatural Vampires.

Dracula by Bram Stoker became a very successful part of this effort. This popular novel assisted more than any other single media presentation to make the existence of Vampires become considered a ridiculous fiction. Film versions of the Vampire mythos have only continued to aid in this goal.

Placing the religious beliefs and folklore of millennia under the category of fiction was a master stroke of disinformation and has aided the Family quite well indeed. Peer pressure drives the human herd. The pressure to conform to the accepted beliefs of the masses is immense. Once Vampires were clearly placed into the fiction category, the Lie was cast in stone.

The subsequent and increasing production of cinema, television, novels and even the children who play games of pretend have only deepened the certainty of modern man that Vampires don't exist.

The use of humor and commercial products such as brightly colored boxes of breakfast cereals, children's cartoon programs on television and comedy films (such as "Love At First Bite" and "Dead And Loving It") make it clear to the human that Vampires are silly and impossible creatures of fantasy.

This is exactly what We want: belief in the Lie.

The Temple does not wish to see Its members attempt to undercut the Lie through opposing social efforts. For years the mass media has gnashed its teeth attempting to squeeze out an authorized film interview or documentary on the Temple. The Temple continues to withhold the satisfaction the media circus begs for and for a number of reasons.

However at the top of the list remains the importance of maintaining the Lie.

Only the Dayside of the Temple is presented to the world because this does not interfere with the Lie. The Dayside of the Temple includes all of the elements which we wish the humans to believe are real. It lacks the Nightside.

We want the herd to disbelieve in shapeshifting, astral travel, mesmeric mind control, psychokinesis and other Nightside powers.

Thus the Dayside is the perspective of the materialist skeptic, the cynic, the street smart man of the world who refuses to be taken in by the common confidence games of the world.

Thus the Dayside laughs in scorn at the magical beliefs of others to reinforce the power of the Lie and to distance the Vampire from the Truth of the Lie - the fact that Vampires are most real.

From the perspective of the Temple member this imposes a very worthwhile issue of self constraint. We do not want to do anything which will undercut the Lie in the eyes of others. The predator works in silence and from the shadows.

Thus it is important to never openly display the powers that come to one who follows the Path of the Dragon. The lion does not need to demonstrate what he is. The hunt occupies only a small portion of his daily life. He acts and then rests, enjoying his existence as a lion.

For the Vampire it is no different.

We do not wish to prove that We are real. We wish to hide that fact.

To the world we mask ourselves as just another group of human beings who laugh at the superstitious nonsense of ignorant people in their religions and other belief systems. This is not hard to do because the beliefs of mankind are quite amusing at best. We invented most of these, after all, in order to control them.

Thus as the powers become available, the Vampire exhibits a peculiar effort in always attempting to find common sense explanations to offer to those who might have noticed an impossible act. We always attempt to create at least one cover story to hide the Truth of the Lie.

This tendency which becomes increasingly automatic with time extends to the interactions we have with other Vampires. It is considered crass at best to exhibit the powers before another of the Family.

The Elders frown on such displays as these can threaten to expose the Truth of the Lie. This attitude can be found inserted in many popular works of fiction. One example is the quote from the possessed child in the film "The Exorcist" regarding not making a vulgar display of power.

Additionally, as is treated in depth in **The Vampire Sorcery Bible** in regard to ***The Nine Laws of Magic***, there is an important issue regarding the dimension of Agreement which must be respected to produce results from magic. If one attempts to produce the unbelievable in the presence of others, the effort may well fail.

Every act of magic requires a loophole to be offered to the audience to avoid failure.

Skeptics and debunkers are our friends in offering unending explanations for public Displays.

This element of disbelief is necessary and not to be ignored.

The expectations of the Undead Rulers of this world are simple and exacting. Living Vampires are expected to keep a low profile in regard to Vampirism. In fact, the lower, the better.

With great power comes great responsibility. Those with even greater power can and do block those who would interfere with the intentions of the Undead. We work together for a common cause and a common purpose. Those who deviate too much are cut off.

The Undead and this Temple do not punish any person by any overt action. This is the Door to Life.

The Door remains open for those who assist and is simply closed to those who might work in opposition.

The Cup of Eternal Life is merely removed from the lips of those who defy these small restrictions on behavior. Rebellious fools find that mortality remains their lot and time removes all such with exacting efficiency.

In practical terms the Truth of the Lie requires that the member aid in the maintenance of the Lie to the masses. This involves offering a Dayside perspective to the world and actively covering any paranormal actions which result from Vampiric Metamorphosis.

Additionally it requires the member to not draw undue attention to himself and includes following the laws of his government and pursuing the Temple Teachings without alerting humans to his efforts.

This is in opposition to the usual efforts of human organizations that seek popular acclaim, media attention and approval. But such goals are all part of the social control systems intended to maintain a slave mentality.

Shurpu Kishpu

The Book Of Dreaming
From The Oral Tradition

The transmission of information in ancient times was commonly performed through memorization. Often chanted as songs to aid in memorization, the histories of the Gods and Heroes of the past were repeated, word for word, over and over. Each individual learning the words would be a small repository of the wisdom held to be most important by his tribe.

This tradition of oral transmission worked astonishingly well. However, as language changes so do the meanings and use of words. Oral transmission inevitably suffers from the natural change in language. When oral traditions are translated into entirely different languages there is a heightened probability of error and misunderstanding.

Words serve to convey experience. When words convey unintended experience, the intended communication fails. Thus the concept of oral tradition if divorced from validation in current experience is not trustworthy. The result is either the repetition of words that now lack meaning or have deviated from the original.

That is why the **Shurpu Kishpu** is only a guideline to practical experience.

To the degree that it aids you in understanding and achievement that you can verify in your own experience then it serves you. All instruction manuals must be practical and useful or they have failed their purpose. It is no different here.

Since the publication of the Temple literature there was not a small amount of concern that the Temple was giving away the secrets of the ages. But the truth of the matter is that the publication of these ideas remains an open secret.

Nothing is revealed except to those who experience it.

For example, the Dayside perspective can take the **Shurpu Kishpu** and create from it a psychological perspective for personal and social

understanding. The words can represent different things to different people. There are, as always, circles within circles.

Take the symbol of the Dragon, Tiamat.

The Dragon can represent all of the following and more from the Dayside perspective alone: the older portion of the brain often referred to as the reptile brain; the chaotic matrix proposed by some physicists as underlying the fabric of apparent reality; the rebellious nature of the individual in opposition to the desires of a controlling society; the essence of what makes the individual feel alive and conscious; and many more such meanings.

The commentary regarding the **Shurpu Kishpu** found in **the Vampire Bible** is intended for the first two Circles of the Temple membership from primarily the Nightside perspective. In essence that commentary is intended to assist the Temple member to grasp issues with regard to the Nightside from a practical perspective.

Thus what we are discussing is a user's manual for the Vampire religion.

In these progressive revelations we shall explore more deeply this perspective in addition to examining Dayside and deeper Twilight issues.

For example, what is the Bridge Between The Worlds?

From the Dayside, this Bridge is concisely mentioned as that difference between fact and fancy, truth and metaphor. The Dayside operates from the more common sense, skeptical and materialistic view.

But from the Dayside what is to be done with the use of the mind and imagination in particular?

If the Dayside views the world from a streetsmart perspective and refuses to believe in follies, how then can one explain the very immaterial use of thought and imagination to even know about this world?

Thus from the purely mundane Dayside perspective, the **Shurpu Kishpu** deals with the relationship between the real world and the mental world.

Of course the Nightside perspective is described in the commentary of **The Vampire Bible** and is a user's manual for the control of the astral world in relationship to the physical world.

The Twilight perspective uses the same sutras as descriptions involved with the deepest issues involving Identity: Who and What you really are and how to Awaken to the Twilight Awareness, to Awaken the Dragon Within.

In the original oral traditions there remained the need for teachers to expand on the meanings of the words. The danger in moving from an oral tradition to a written tradition is the loss of such guidance in understanding. These writings are intended to assist in bridging that gap.

But it must remembered always that words are only intended to point to the experiences.

Experience is everything.

DEEPER MEANINGS

The embedded meanings in **The Book of Dreaming** (**Shurpu Kishpu**) are many. We will now explore some of these deeper meanings.

When you sleep you move inwardly away from the outer material crust which comprises the physical universe. As explained in greater detail in The **Vampire Adept Bible,** as you go into sleep you tend to lose Agreement, the dimension that determines what most would otherwise incorrectly refer to as reality.

When you are awake, you tend to be identified with your physical body. If someone bumps into you on the street you say that they bumped into you. If you burn your finger on a match, you say that you have burned yourself.

In our casual use of words, we describe our deepest beliefs regarding what is true or false, real or unreal. The many languages of the world betray the identification of the self with the physical body.

Yet **The Book of Dreaming** challenges us to go deeper.

We are asked to consider other levels of meaning to attach to the cultural definitions of fact and fancy.

Thus the **Shurpu Kishpu** denies the physical world to be the foundation of experience, of reality. We are asked to consider that the elements of the Dream are the source of experience and not crude physical matter.

What does this mean?

On a first level of understanding, that of the Dayside, we are asked to view mental phenomena as primary and fundamental, as opposed to matter. Yet the Dayside, the skeptical, no-nonsense perspective, seems at first to deny this possibility. The Dayside seems to reject the idea that thought is the source and that matter is the result.

The perspective that only matter is real and that mental phenomena such as thoughts and feelings are less real has been called materialism. In the 19th Century, Western scientists held materialism to be the only plausible view of the universe and held in disdain any other view.

The concept of epiphenomenalism, which held that all mental life was a simple and direct byproduct of the chemical actions of the physical brain, was in vogue. The very suggestion that thoughts were things was anathema.

This view of reality embodied what is now called classical physics and was totally disproven by the breakthroughs in modern physics in the 20th century as discussed earlier.

We now know that any objective reality that exists separate from any observer is impossible.

Further we now know that the idea of an exterior reality that cannot be influenced by the mere act of observation is also impossible.

The giants of quantum physics like Plank, Bohr, and Heisenberg destroyed the possibility of the physical universe as causative before World War II. The insights and experiments of Bohm, Bell and Aspect destroyed the possibility of a physical universe existing separate from a mental universe.

Thus the informed Dayside must embody the fact that the universe of the physical senses is the **result** of perception, not its cause.

Further the educated Dayside requires the realization that the life of the mind, the Dream Life, cannot be separated from the physical world that it generates.

From the Nightside perspective, the Dream Life begins with the astral body which coincides with the physical while one is normally conscious and awake.

With loss of consciousness (Agreement) the astral discoincides from the physical to move within the larger universe which mirrors and contains the physical. The conscious experience of this is known as astral projection or the out-of-body experience (OBE).

The Nightside takes the simplistic but essentially accurate view that your astral body is you, rather than your physical body, thus removing the Vampire from the cultural norm by one important inner step. Thus you come to see your life as not based upon the survival of your physical body but as coming directly from the superior astral body.

Many of the Inner Teachings work to amplify and expand upon the Nightside perspective.

In the Twilight, identification with either the astral or physical are both surpassed.

The mystery of the Innermost Self, the Dreaming Dragon, is taken as the vital core of determining what is true. The Twilight sees the Dream Life as being identical to any and all experience, whether physical, emotional, astral or mental, and does not demand that the Self abandon the **Dream.**

At the level of the Twilight, experience is embraced but not identified with.

The Self expands to include all experience and absolute immortality results from the realization of perfect immutability.

Perfection comes from revealing what is and always has been.

Dayside Commentary

The Dream Life Is The Only Life

"I want to live" the Dayside Vampire proclaims. "I will make the most of life here and now!" is the clarion clear pronouncement of "The Vampire Creed".

But life at any cost? Life under and circumstances?

The answer to those two similar questions is an equally emphatic "No!"

For example, if you were in excruciating pain perhaps due to slowly dying from an incurable cancer and you knew that this pain would never let up, never decrease for many weeks, months or years resulting in your death, you would almost certainly seek death as quickly as possible.

For example, if you were told by a sadistic brute who held a gun against the head of someone you loved - a spouse, or one of your children, or a beloved parent - that he would kill them or kill you, you would almost certainly take the bullet yourself to save that person's life.

Why does this make sense from a Dayside perspective that does not believe in outer-imposed ethical systems? Why does it feel right on deep levels to say, "I will not choose live in incredibly uncomfortable circumstances that lack hope and I would die to protect those I love if necessary"?

If the Vampire chooses himself to be his own God, the most important entity in existence (as explained in detail in **The Vampire Priesthood Bible**), how can such a God sacrifice himself for another?

Isn't there a fundamental contradiction in this view?

Not at all.

The reason is because from the Dayside perspective "The Dream Life Is The Only Life."

From the Dayside, the **Shurpu Kishpu** is a guideline for grasping what it means to have a mental life in a physical world. It outlines the issues

involved in having subjective feelings, thoughts, wishes, hopes and fears as an individual in a harsh, sunlit reality. It defines and denotes the interchange between your mental world and the physical world.

Curiously, the **Shurpu Kishpu** rejects a mere physical life as real. It tells us in no uncertain terms that the Dream Life (which is your mental world) is the only life!

How can this be? At first glance it would seem that to claim that your mental world is the only life you can live seems completely wrong. Isn't this a denial of the physical world as real? Isn't this a denial of the Dayside perspective itself?

Not at all.

The key to understanding this is to know that it is not physical events themselves which cause us to experience life this way or that - with joy or horror, with hope or despair. No. It is what we **tell ourselves** about these events that define the only world we ever truly live in. What we tell ourselves about these events decides if our experiences are good or bad, desirable or hateful.

For example, if you were in constant acute pain and believed this would never end, your real world would be one of pure hell. On the other hand, if you told yourself that you believed you could recover from the cause of the pain in the future, you would have hope and your personal experience of the pain would have less suffering.

In other words, your mental world, what the **Shurpu Kishpu** calls your Dream Life, is the Only Life - the only true experience you have.

Along this same line your subjective **feelings**, based on your mental evaluations and expectations, can make of your life a hell or a heaven.

If you were forced to choose who would have to die, yourself or someone you loved deeply, the prospect of living on without them might be completely unacceptable to you and you would choose your own death to that kind of existence.

The Dayside truth of The Dream Life Is The Only Life is reflected in the simple fact that none of us actually lives in the physical world insofar as our **real** subjective life is concerned. Because we can think and remember and fantasize, we actually live primarily in this world of thought, feelings, memories and fantasies.

Within the bounds of physical reality we can alter our thoughts about that reality to a dramatic degree. We can discover how to cease to repeat lies and distortions in words to ourselves that create needless suffering in the only world we live in, the world of our experience. We can learn to choose to describe our experiences in physical reality with greater honesty and clarity and remove the neurotic lies that cause most individuals to live lives of quiet desperation.

We can, for example, learn how to substitute the word "prefer" for the reality-denying words "should, ought, must, have to" and thereby reprogram our mental world to reduce our frustrations and enhance our enjoyments.

For example, if we experience acute physical pain we can rail against what is happening and futilely demand that "This **shouldn't** be happening to me!" and thereby create the experience of increased suffering beyond the pain we already feel. Or we can say to ourselves, "I sure as hell would **prefer** this pain wasn't happening, but there's not a damn thing I can do about it."

In the first instance we not only feel the pain but we also suffer from requiring that what is happening already not be happening. Too late! What is, is.

In the second instance we feel the pain but we are not also demanding that what already exists not be so. This actually prevents increased suffering. Sometimes it even permits the possibility of more quickly finding a solution to the problem if there is one to be found.

In our other example of the threat to kill someone we love or us, we could demand that "This choice **ought not** to be happening" and place ourselves in greater suffering over not only what is true, but our demand that what is happening shouldn't be happening. If however, we said, "This is a terrible choice to have to make and I'd **prefer** it never happened, but here it is. Now what shall I do?"

In the first view we divide our mind against itself, fighting not only against the fear but against the fact that the cause of the fear is present.

This, by the way, is a common cause of panic. The mind "freezes" when caught by some event it **won't** accept and gets run over by the events as they continue to happen.

The second view does not resist what is being experienced. You don't have to like it but neither do you pretend it "has to" be different from the way it is, or that it "should be" different from the way it is.

There are other keys to the Inner Kingdom of the Dream Life and these are outlined further in the **Shurpu Kishpu**.

The Dream Death Is The Only Death.

Mortals are dominated and controlled by their fear of death. They may deny it. They may claim that they believe in escape hatches for an afterlife in their religions. They may state that their faith in God allows them to accept death.

It does not matter what they say. Words are cheap.

The truth is revealed by what they do.

Mortals place a tremendous percentage of their energies into activities to help them avoid the simple fact that they will die.

First there is the effort to reproduce and build legacies through their children.

The mortal may die but his name can somehow live on. Consider all the men who name their sons after themselves so that the child carries a Junior or II following his name. Consider the tremendous thought and energy which goes into the choosing of names. Which relatives' names will be carried on through the new child?

Second is the effort to cause one's name to be remembered by others through buildings, institutions, writings and even crimes.

When mortal humans accumulate great wealth they commonly will fund the construction of buildings which bear their names. Kings and Pharaohs have erected statues, walls and even tombs to carry their names into this false immortality. Geographic features, like rivers and mountains as well as cities and stellar constellations are named after those who seek to live on.

Third is the effort to make the mortal human body endure instead of decay to dust.

Mummification, embalming, and even placing the cremated ashes of the dead into a durable container (today commonly made of non-biodegradable plastic!) all strive to make the death of the body something which is not as destructive or permanent. The body itself becomes a monument of sorts.

Fourth is the effort to cause the mortal to live on through the continuation of his interests before death.

If the mortal wished to see a cure for a particular disease during his life then having a foundation **in his name** continue to raise funds to accomplish this is a way to **preserve his memory** and thereby defeat death.

These are all utterly useless in their approach to dealing with the reality of death. As the comedian Woody Allen has quipped, "I want to achieve immortality by not dying."

The Dayside perspective revealed by recognizing that the Dream Death is the only death is to understand that the death of the mind, of your personality, is the only death that can be and is also the only meaningful definition of death which makes any rational sense.

We can see this kind of death with the older person who gradually loses his mind to the ravages of Alzheimer's disease, for example. But we can also see an example of the Dream Death in the mind of someone who has given up hope for enjoying the pleasures of life.

Such a person who is defeated in life, who shuffles numbly through his pointless life, has no strong desire to survive but only to someday put an end to the suffering he views as life.

The Dream from the Dayside view is very much the mental life of the individual.

If the person's mental life has died to love, hope, joy, and adventure this is truly the only death.

For the Vampire, this view is completely rejected as worthless.

We avoid the Dream Death. We choose life.

The Sleeper Is Born To Die.

Here is discussed the fundamental nature of the human being who is referred to as the Sleeper.

The Dayside views the human as asleep because human beings are asleep to the critical realities of their personal lives. Foremost is their studied and chosen pretences regarding death.

First, they know deep down that they will die. Then, they attempt to completely deny this fact. On the one hand, their religions are always quick to offer them an escape hatch from death either in a eternity in heaven, reincarnation (without personal memory) on earth or some form of enlightenment that removes the fear of death by removing the personal sense of self that can feel suffering over that fact.

This is a form of sleep.

Second, human beings are herd animals. They seek the approval of their peers over any facts of reality. If the general consensus of other people rejects physical immortality as good, then the human being will accept this as right and view any attempt to live forever as evil.

This too is a form of sleep.

The Dreamer Is Born To Live.

From the Dayside perspective the Dreamer is the Vampire who understands that the world of experience exists only to serve his own desires. He is not asleep to the critical importance of his own posture – the center of his experience that is also the center of the universe.

The Dreamer looks to the realities of his experience to instruct him as to what is true or false. If he determines that there is a fact and billions of others disagree, he trusts to his experience and not to the mere opinions of other.

The Dreamer sees the value of life as a virtue and his own survival as the highest good. As discussed previously, if circumstances made life too unpleasant – such as living in continuous pain – the Dreamer would not cling to life. Life for the Dreamer must be a positive Dream and not a nightmare.

Thus the Dreamer will strive to extend and perpetuate life as well as seek increasing mastery over the elements of reality so as to better his enjoyment of the pleasures of life.

The Blood Is The Life.

From the Dayside, all energy applied to perform work is considered Blood. In the economic sphere, money is Blood. In personal relationships, the exchange of affection and caring is Blood. In occupational environments, the performance of duties is Blood.

The acquisition of energy from others, freely given, is the Vampire's way of Life. Thus the path of the Dayside Vampire is the Life. Therefore, to paraphrase this sutra, the acceptance of energy from others is the Path of the Dayside Vampire.

The Dream Is Made Flesh.

When you take your imagined desires and cause them to become real, you have caused the Dream of your mind to become the Flesh of reality. By using the Blood of effort you work to cause your intentions to become realized in your outer experience.

The Dream Is In The Flesh.

The Dayside Vampire takes the simple view that his mental experience is generated by the reality of his body and his brain. Thus the Dayside does not place the world of imagination and emotion apart from the carnal world but inside of it.

The Dream Is Of The Mind.

The Dayside view sees the entire experience of life as being perceived by you as a mental creation.

This does not deny the existence of material reality. It simply reminds the Vampire that all perceptions are created in the mind drawn from the raw sensory material entering the brain. Thus errors in perception are always possible and care must be taken to not assume otherwise.

Knowledge is thus dependent upon regular validation to remain knowledge. An open mind to new information is critical to remain in touch with reality (the Dream).

The Mind Is In The Dream.

Rather than attempt to dissolve desires into nothingness as the mystics do, the Dayside Vampire recognizes that his mental experience of life is fulfilled through the satisfaction of desires.

The motivations of the mind come from the world as it is perceived. The desires of the personality act as an unerring compass pointing to satisfaction through successful accomplishment.

The pleasures of the world are not shunned but intelligently embraced as good.

The Dreamer Chooses The Dream.

The Dayside Vampire assumes full responsibility for his situation in life. He chooses to understand that blaming others when things do not go as desired does nothing to improve the situation. If he feels he has been unlucky he chooses to seek an edge to change his luck or to press on to force his luck.

The Dayside Vampire thus is proactive in choosing to make things happen in his life. He is not passive or fatalistic. He selects goals, makes plans, executes those plans and strives to achieve mastery over the world.

The Dreamer Loves The Dream.

The Dayside Vampire embraces life and loves it. The Vampire has stepped aside from self-flagellation and can accept the pleasures of living as good, dropping the restraints of guilt or shame. The Vampire also sees pain as evil when not a necessary part of achieving some greater good (pleasure).

Thus the Vampire does not merely live life. He celebrates it. He loves it. There is an appreciation of life and a sense of appreciation for simply breathing, simply being alive.

This is, of course, not a universal unconditional love. It is a love of what is pleasurable and a rejection of what is not.

It is, in short, a very rational form of hedonism.

The Dreamer Feeds The Dream.

Each desired goal must be fed energy to bring it into reality. Time and effort must be applied to cause desires to become satisfied.

The Dayside Vampire understands the need to nurture his dreams and therefore does so.

The Dreamer Eats The Sleeper.

The human beings who dread life, who operate as semi-conscious automatons driven by peer pressure and the beliefs they use to evade the harsh realities of life are easy to control.

The Dayside Vampire accepts (Eats) the gifts of life energy that the humans offer.

He positions himself to do so effortlessly such that the human, constrained by his own delusions, offers his energy to the Vampire as a normal course.

The Full Dream Has Power.

When the Dayside Vampire has convinced himself of the validity and usefulness of the Dayside perspective, then the effort drops from the seeking and achieving of goals.

The experience of life (the Dream) becomes filled with the power of knowing what is what and how to deal with the world.

Doubts vanish as knowledge fills the gaps those doubts left behind. Self-assurance and confidence become the norm for the Vampire.

He knows what he can do and he knows he can rely on his mind to keep him on track.

The Powers Of The Dream Are Five.

The five senses are the conduits to the chamber of personal experience through which the Dayside Vampire works his will.

This sutra speaks of the fact that each sense carries its own category of action.

Sight requires vision to plan what is not yet seen and to adjust that which is. Hearing requires listening as an active effort. Feeling requires careful sensitivity not only to objects contacted by the skin but in communication with the feelings of others.

Smell allows the world of airborne molecules to touch the brain directly – the one sensory power that is unbroken in transmission. Taste relates not only to the enjoyment of food and drink, but the rejection of the poisons of the world whether chemical or social.

The Dreamer Is Known By The Mind.

The Dayside Vampire recognized that he is the purpose for his own being and needs no exterior justification. "I am the only God that is."

He accepts his inclinations toward pleasure as good and pain as evil.

He accepts his natural tendencies, the result of millions of years of careful selection through survival, as reliable guides to a joyful and satisfying life.

His mind is in harmony with his carnal nature and he is free of internal conflict.

The Dreamer Is Not The Flesh.

The Dayside Vampire recognizes that he is master of the world of experience.

He is a ruler and manipulator of the elements of reality. He is not merely a part of the "Flesh" of reality.

He is the director of it within the range of control he can demonstrate.

The Dreamer Rules The Flesh.

As an active participant in the control of his world, the Dayside Vampire sees the world as his servant and not his master. His attitude is always one of how to make things happen as desired.

This is in direct opposition to the passive fatalism of so many human beings who, when their dreams fail, deny that there was anything they could have done differently.

The human blames and denies. The Vampire struggles and achieves. We are the Rulers of this World.

The Flesh Obeys The Will.

As taught in **The Vampire Predator Bible**, understanding that willpower requires Deidentification enables the creation of true willpower.

In this sutra, a dual meaning of Flesh comes forward. On the one had, Flesh represents reality and, with true willpower, reality will bend (Obey).

On the other hand, the Flesh here also represents the physical sense of self – the body – with its strengths and its weaknesses.

In this sense also, the physical body obeys the willpower of the Dayside Vampire who can overcome sleep, boredom, exhaustion, negative emotions, etc., in order to achieve the goal at hand.

The Sleeper Sees The Dream.

Communicating your vision to human beings can enlist their willing support. In modern times this concept is commonly referred to as networking.

The Dayside Vampire is more alive than the human who lives burdened with internal and external conflicts.

This aliveness is highly attractive to the human who is easily entranced to the vision the Vampire can offer.

The Dreamer Sleeps In The Dream.

Life passes the human by.

He lives in a dreaded hope to bypass his future destruction and whiles away his hours and days in feeble daydreams of wishful fantasy worlds.

He does not risk so that he may not fail. He does not strive so that he may not falter. He does not hope so that he may not despair.

His is truly a living death.

The Dreamer Does Not Die Asleep.

"Never say die!" This is the rallying cry of the Dayside. We do not go gentle into that dark night. We do rage at the dying of the light. The Vampire loves life and hates death. Even when all hope is dashed and the end draws near, the Vampire does not surrender but clings on.

Life is not struggle but we struggle to remain alive – to the dying breath!

The Dreamer Feeds In Sleep.

The Dayside Vampire who sometimes falls to the pressures of the human culture and who forgets himself and these principles will still retain the skills obtained as well as the personal power.

Without understanding why, human beings will still wish to please him and he himself will sometimes stir with these events and approach full awareness of his own Glory once again.

Once the predator realizes his status in the herd of sheep, he will find it hard to ever completely forget what he is. And the sheep will continue to respond as this is the nature of the world.

The Dreamer Does Not Die Awake.

There is a particular understanding of immortality that comes with time to the Vampire. He comes to realize that this universe in which he is always the center, Walking the World, Behind the Eyes, will always be as he, himself, cannot experience not being.

This attitude of "I can never experience my own death" is a radical source of power for the Dayside Vampire and the source of much humor found on death beds wherein jokes are made by the one who is dying.

Once the Dayside Vampire grasps the power of the fact that he will **always** only know that he lives – that he is immortal now – then he rises even deeper into the predatory perspective.

The great cats and other noble predators of the wild do not feel fear in the contemplation of their deaths. Because they **are**, they never shall cease to be.

The Dayside Vampire with this bedrock insight will never die for now he is awake to his very existence as the **cause** of his experience. His eyes grant light to the universe. His ears create sound. He is forever.

The Dreamers Eat The Sleepers.

All Vampires share innate characteristics. We all tend to be centered upon the self and see the universe as a toolbox to be used to build the life we wish to live.

The humans around us feel compelled to serve us in direct correlation to how well we, ourselves, embrace our Vampiric nature.

The Vampire takes the life energy of the slaves to his will as a gift. By their natures and ours, they must bow down before us!

The Dreamers Are Awake.

To be Awake in this sense is more than to merely be streetsmart and worldly wise. The Dayside Vampire is Awake to the validated results of his examination of the mysteries of life and his personal nature as a noble predator.

He is Awake to the fact that the world of experience is **his** world and that no matter where he goes or what he does he remains the center of his world.

He is Awake to the fact that his perceptions (which are all he can know of the world) are created in his own mind and therefore can be influenced by his expectations, fears and desires.

Thus the Vampire is careful to continue to validate his experiences to be certain he is not fooling himself.

The Vampire recognizes that he is superior to most of those around him and recognizes also that there exist others who are like he is.

These are the others he can best relate to in a world of sheep.

In essence, the Vampire accepts himself and the realities of the world.

This makes possible the enjoyment of life and the triumph of the will over death for the Vampire shall never die.

We are forever.

Twilight Commentary

The Dream Life Is The Only Life

Look around you.

It certainly might seem as if there is a separate world around you with windows and lights and people and sky and birds and buildings.

Let's begin with these words you see before you. What is really happening when you say that you are seeing these words out there in the external, objective world?

Light from these words enters your eye, squeezing through the pupil, is focused and directed through the lens of the eye to the back of the eye, cast upon the retina. As the light strikes the retina, the rods and cones are stimulated and transmit signals, on or off, along the optic nerve both chemically at the nervous synapses and electrochemically along the nerve cells themselves.

These signals are delivered to the sight center of the brain that is primarily situated at the back off your head. There, in conjunction with other parts of the brain that have the job of interpreting depth, horizontal and vertical shapes and colors, you finally see these words.

Please understand that you are seeing these words **inside** your brain. That is where the picture is created. The picture is **not** then projected outside to the external world. There is no such function. Whatever you see is completely **inside** your brain and **only** inside your brain.

In fact, this is true of **everything** you have **ever** seen, or heard, or felt, or smelled or tasted. What is true of vision is also true of all the other senses.

In other words, you have never and **can never** directly perceive **anything** which is **not** being put together within your brain.

Stop a moment and look away from these words and think about what this means.

Everything you experience is inside your brain.

When you fully grasp this fact, for fact it is, then consider this:

Where is your brain? Isn't it supposed to be in your head? And can't you take your hands and reach up to feel around your head which, like a flesh and bone box, contains your brain?

Now understand this:

The head you can experience that has your brain inside of it is being created as an experience **inside** your brain right now.

In other words, your brain is creating this world of experience, all you can know about and this world it creates **includes** your brain inside that experience. In other words, the Only Life you can know about is being created as mental construct inside your brain and that includes the brain!

In other words, there is **no outside.**

This is meaning of the symbol of the **Ouroboros**, the snake that bites its own tail.

What you experience is the Dream Life - the life of experience which includes the Experiencer (You) and is the **Only** Life that you **can** experience.

And so it is.

The Dream Death Is The Only Death.

A Dream Death is the death of the unreal.

Thus when the **Shurpu Kishpu** states that the Dream Death is the only death, this is stating that the only thing that can die is not real to begin with.

But what does this mean?

Through the Deidentification Process you discover that what you are is nothing you can directly experience.

In a very real way, each time you have such an insight into what you are **not**, there is another Dream Death.

For example, you see clearly that you have never been a child.

Since you directly experienced being a child you cannot have ever **been** a child. Thus the sense of your ever having **been** a child experiences a little death.

Likewise, you recognize that you have never **been** any anger you have ever experienced, and anger dies a little bit more for you.

Each and every element of identity which you challenge and then discover to **not** be you is another such Dream Death.

And what painless and comfortable deaths these are!

You discover that you never were these illusions of the mind.

You never were tired or sad or jealous or afraid.

You never were a failure when you failed at doing something.

You never were enslaved by your circumstances of birth, culture or education.

As you step free from more and more physical, emotional and mental identifications you increasingly find a joyous, lighthearted freedom replaces the worries and burdens of the "old" you.

You discover what it means to realize that anything you do, anything you feel, any physical attribute of your body need not limit you at all.

You begin to realize the nature of true freedom.

And then, looming on the horizon of your awareness, comes closer the growing sense of what will happen as you come to see that all of these identifications are done not by you but by the mind.

You begin to sense all this as you rise above the mind.

In majesty the sense of your authentic Being, unsullied by the shadow of any limitation, draws near.

In flashes and moments of profound realization, you begin to feel the Void of Darkness as the Dragon awakens.

The Sleeper Is Born To Die.

The Twilight sees the non-identification with the Dragon, the Innermost Self, and the identification with the experiences of perception (the universe) as being a condition of Sleep.

Sooner or later this mental perspective shall end (die). If it dies with the destruction of the individual personality, that is the most common occurrence. If it dies with the completion of Vampiric Metamorphosis such that the personality identifies with the Dragon but retains memory and personal integrity (survival), then the Sleeper has Died to the old, and been Reborn anew.

The Dreamer Is Born To Live.

The Twilight sees the Dreamer as the Vampire who has the Potential to realize his identity with his Innermost Self, the Dragon, and will then choose to live on in the Dream of life, exerting mastery over the elements of experience.

Once the mind has recognized that the Self is not anything that can be experienced (to include the experiences of cognition), then this Potential begins to be realized.

Just as the encoded structure of genetic material instructs the living biological organism to grow into its adult form, so, too, the mind enlightened by realization of identity with the Self Who Sees can grow into a more mature form.

The Blood Is The Life.

The Blood of the Dragon is the world of experience. This ancient metaphor is found in the earliest tales of Tiamat who was cut into pieces that then made up the heavens and the earth.

The Life of the Dragon requires a mind that acts as a lens through which the world of experience springs into being. The parallel to the modern quantum physics concept of an observer causing a potential waveform to collapse into experience should be obvious.

The Blood of the experiential world is necessary for the Dragon to be fulfilled. One needs the other or there is no “Life”.

The Dream Is Made Flesh.

The Flesh is the Body of the Dragon.

First the Vampire separates the world of experience from the Self through Deidentification.

Then the Vampire perceives the world of experience as the Dream of the Self. The opposite view is to see the material universe as the cause of everything. This is the perspective of the Sleeper.

This perception of the experiential universe as one's own creation is to perceive the Flesh or Body of the Dragon. Thus the Dream of experience is made Flesh.

The Dream of experience is transformed from an object that encloses you into a creation made by You.

The Dream Is In The Flesh.

The universe of experience (the Dream) comes from within the perspective that the Self is the Source of everything (the Dragon's Flesh or Body).

This is a refined reiteration of the fact that the foundation of the universe is consciousness and that matter and mind come from consciousness and not the other way around.

The Dream Is Of The Mind.

The Dream of experience is formed through mental mechanisms. As in any ordinary dream of the night, what you anticipate happening in a dream tends to mold that dream experience.

The same is true for the greater Dream of all that can be experienced.

The Dragon gazes out through the mind and the mind shapes the structure of the Dream.

This is the foundation of the Ninth Law of Magic as explained in detail in **The Vampire Sorcery Bible**.

The Mind Is In The Dream.

This is the Ouroboros, the snake biting its own tail.

The Dragon peers through the individual's mind and personality and the mind understands that the elements that comprise the mind - thoughts, feelings, memories, etc. - are a part of the experiential world and are not the Self, the Dragon.

The Dragon needs the individual mind (as is explained further on) but is not the mind itself that knows this fact. The seeming disparity between the two – the Seer and the Knower – is resolved in the need for both to be together.

The Dreamer Chooses The Dream.

The Dragon Who works through the mind that understands the nature of the Dream is not only the passive Source of the Dream of experience but through the desires of that mind – your mind – selects what will happen around you and to you.

In ordinary lucid dreams this same pattern is seen.

In a lucid dream of the night you know that you are creating the environment all around your dream actor, and, to the degree you actually realize this you can choose to change what is experienced.

The same is true of this Dream.

The Dreamer Loves The Dream.

To realize that you are the true God of your world and that stretching out before you is eternity and infinite life, is to lose any need to reject or denigrate experience.

Obstacles to the full realization of this state are then not shunned but embraced as opportunities. Pleasures can be fully enjoyed for they lack the shadows of death to dissolve them.

Additionally and most importantly, the Dreamer does not reject what has already been Dreamed even if it is not to the mind's liking.

To do so would be to operate from a non-Twilight condition and thereby instantly abort the new Flow of Blood, the new and desired experience to come.

This perspective is so remote from the world of the human that it is hard for them to even begin to describe it.

Whereas for the Twilight Vampire it is his Heritage.

The Dreamer Feeds The Dream.

The flow of Blood that is the Dream comes through and from the Dragon Who gazes out upon the universe of experience. Where the mind focuses that gaze is where the manifestations are revealed as new experience.

Again, this is the Ouroboros, the snake biting its own tail.

Your personality's mind chooses an end, a desire. Then, not identified with the mind, that mind Opens to the Dragon Who Flows through.

The Dream that already is in existence is loved (as explained in the previous sutra) and this attraction to the Dream allows the Flow of Blood from the Dragon to form the manifestation of the new experiences desired.

The Full Dream Has Power.

The partial Dream is less than the Full Dream.

In the partial Dream there are instances when the Dreamer is in control of the mind and the Dragon is realized as Self.

In those moments there is some Power to alter the experiences one has.

In the Full Dream there is an unbroken realization of identity with the Dragon and all is seen as the effect of one's expectations as empowered by the Dragon.

Power is the ability to cause experience to be as one wishes. "And My Dragon Magic is Sweet for I grant thee thy Wishes"

The Dreamer Eats The Sleeper.

As the mind of the Dreamer aligns with the Dragon, the perspectives of the (former) Sleeper's mind (seeing the universe of experience as the cause rather than the effect) are consumed and destroyed.

Again the symbol of the Ouroboros depicts this with the Dragon Head (the Self through the mind) eating Its Own Tail (the universe of experience).

This symbol shows the beginning and the end of this entire process of Vampiric Enlightenment. It is the Alpha and the Omega, the creation and the dissolution.

The Powers Of The Dream Are Five.

As described in detail in **The Vampire Adept Bible**, the Grand Trapezohedron when seen from the perspective of the Eye of the Dragon reduces the Eight Gates of experience to only four.

From the perspective of the Twilight (the Eye of the Dragon), the Plane of Dreaming eclipses the Plane of Agreement such that there is a fusion between Gates.

The Gates of Normal Dreaming and Normal Waking become one.

The Gates of Power Dreaming and Power become one.

The Gates of Lucid Dreaming and Mastery become one.

The Gates of Powerless Dreaming and Enlightenment become one.

The Ninth Gate, the Gate of the Dragon (the Eye of the Dragon) becomes now the Fifth Gate.

Thus we are then left with Five Gates alone and these are the Five Powers of the Dream: Waking, Power, Mastery, Enlightenment and the Dragon Itself.

This is the Fusion of the Gates.

The Dreamer Is Known By The Mind.

Through honest and careful validation, the mind of the Vampire comes to realize that the Self, the Dragon, is not an object that can be experienced.

As he comes to identify with his ever-retreating but always-present Self, his mind comes to recognize this balancing point that comes with acceptance of experience as an effortless projection of Self, guided by the inclinations of the mind.

This condition of Awareness is then increasingly identified as such by the mind so that the mind can remember and identify this condition.

The Dreamer comes from this balance of perspectives – the Twilight – and is in this manner known by the mind.

The Dreamer Is Not The Flesh.

The experiences the Dragon has through the mind are not the Dreamer.

Living this insight creates the Dreamer and Awakens the Dragon (as explained later).

The Dreamer Rules The Flesh.

The Flesh of the universe of experience is created constantly in accordance with the conduit of the mind through which the Source (the Dragon, the Innermost Self) Flows.

The mind that has perfectly identified with the Dragon while retaining its own desires is the true Ruler of the Worlds.

The Flesh Obeys The Will.

The Flesh of the experiences of the universe can be changed by the decided intention of the mind of the Dreamer. With a Dreamer fully identified with the Dragon, the slightest desire can become manifest.

The willful intention of the mind must be there, however. No desires, no Will!

The Sleeper Sees The Dream.

"The Sleeper Sees The Dream" … and **only** the Dream.

The Sleeper is unaware of the Self. Everything is experience for the Sleeper.

As the Sleeper's mind is exposed to the Temple Teachings there is a gradual (and sometimes sudden) awareness that there is One Who Sees.

The Dreamer Sleeps In The Dream.

The Dreamer who still Sleeps remains fixed in the universe of experience but remains **capable** of Awakening. The Vampiric Potential is there.

The seed exists and only awaits the touch of water to sprout and grow. The mind is the gardener and the water is the Dragon.

The Dreamer Does Not Die Asleep.

The one who has realized the Dragon and aligned the mind with that realization, is immortal. Even though the mind may lose its memory of that realization, the Connection has been made and can never be erased.

"Once together, always together" applies to the Twilight. Once the mind has enabled the Dreamer, even a return to the Sleep of Forgetfulness will not undo what has been accomplished.

The Dreamer Feeds In Sleep.

The Dreamer who Sleeps once again remains a Dreamer even in Sleep (as the former sutra explained). As such, the Dragon still Flows through the mind of the Sleeping Dreamer.

The Blood of experience still pulls and tugs at the learned experience of being the Dreamer.

All works to arouse the Dreamer again.

The Dreamer Does Not Die Awake.

The Dreamer of the Dream of reality who is Awake to his identity as the Dragon, the Innermost Self, can never truly fall back into ignorance.

There comes a point when the Sleep of ignorance can no longer be found. Awake, the Dreamer cannot Die to his knowledge.

This is the Highest Condition.

The Dreamers Eat The Sleepers.

This is the other side of the earlier sutra, "The Sleeper Is Born To Die". We, the Dreamers of the Dream of experience, can come to the state of Awakening to the Truth and in so doing destroy the Sleep of ignorance.

Notice that for the first time the sutras use the plural in referring to the Dreamer and the Sleepers.

We are now entering into the issue of many Dreamers who Awaken to the Dragon within. We are seeing here a description of the Family.

The Family strives to enter the Final Harvest (to be discussed later in this work) and open the Gates of Power, the Five Powers of the Full Dream.

The Dreamers Are Awake.

We, the Dreamers of the Dream, the Vampire Family, are Awake to the potentialities of lucid Waking.

We accept our natures as they are. Each of us has a different mind, a different personality with varying likes, dislikes, inclinations and memories.

Yet behind this mind of the Dream is the Dragon.

As the Dragon Awakes, so do each of us Awaken.

The Coming Apocalypse

APOKALYPSIS, from the Greek, means literally, "the lifting of the veil". Thus "The Coming Apocalypse" is a reference to a revelation, an uncovering, of what has been hidden. For the Nightside it is the revelation of the social history and projected future of the Family. For the Dayside it is a revelation regarding the individual Vampire in the world as it is. For the Twilight it is a revelation of Who and What you truly are and what this ultimately means.

In **The Vampire Bible**, this final chapter is offered as a Nightside description of a projected future wherein the Undead operating from Their control of the Astral restore Open Rule in the eyes of mankind and also return the human animal, following a population culling, to its more stable state of consciousness, one lacking the independent motive.

Thus this final chapter points to the hidden and not-so-hidden history of the world, the motivations of the Rulers of this world and the social goals They have engineered for this world.

The tale of the history of Our Family was outlined in brief words and the clarion call to all Vampires to remain loyal was made clear. Hints were also offered in the symbols and metaphors used of the Dayside and Twilight interpretations of the Final Harvest.

Now let us view this prediction of the future from the Dayside and then the Twilight perspectives.

The Dayside

What is the future of the world from your personal view of it? It is always the future of **your** world as **your own** personal experience. Nothing more. Nothing less.

One of the great delusions of the masses is that they continuously project themselves into futures that they will never see for themselves. Commonly they will look at their death and then plan for how they will experience what happens following their death as if they were still here.

Now this is understandable for the human being who, pretending that he will endure forever in some afterlife, tries to imagine what will be ahead for his friends and family after he is gone. However The

Coming Apocalypse is not written for the self-deluded but for you, the Vampire.

The Vampire has spent the years of his life in specific stages that are defined in this final chapter to Our Bible. In early childhood the individual is a hunter and gatherer of basic skills such as walking and the use of language. We begin as small animals and learn to operate as social creatures who can negotiate with the adults around us.

Civilization is the use of tools to make life more comfortable, controllable and safe. The child benefits from this human technology and gradually comes to understand how to use it himself. From such simple things as obtaining food, clothing, learning to read, driving cars, dealing with money and all the fundamental working elements of the modern world, the individual also comes to learn how to interact with, negotiate with and dominate other members of society.

The vast majority come to include religious perspectives that induce obedience and fatalism into the young member of society. You must know your place. You must not aspire to rise above your fate. You must fit in. Thus the religions of the world indoctrinate the average human being with the moral code needed to inhibit goal-setting and the efforts to do more than the norm, the average.

Early in childhood before this crushing weight of social pressure is placed on the young head, most human animals are optimistic, hopeful and enjoy the pleasure of learning. For all, this is the Golden Age.

Then for most, the social conditioning presses down and the need for peer approval replaces the selfish desire to master the world for personal pleasure. Pain is taught to the child as a virtue and pleasure is labeled sinful, an affront to God.

The Vampire is the one who somehow evades this conditioning or innately resists it, or has the good fortune to have been reared by others of his own kind who themselves have seen through the lies that smother the world.

Renegades, are those who accept the inverted morality of the self as evil and selflessness as good, yet still muster the internal power to strive for goals above the norm and to thereby achieve them. Of course, the successful then feel guilt as they assume they do not deserve the fruits of their labors. Commonly these will then support causes that are opposed to their own best personal interests. They will donate to

churches that condemn the rich as evil and support social movements that would undercut the right to private property.

Renegades commonly fail because in their efforts to succeed they will be undercut by this same guilt, and assume early on that they must share their hard-earned profits and do not have a right to what they have earned and created by their own efforts. They remain controlled by the slave mentality of the masses.

For the Dayside, a Harvest symbolizes death. The Final Harvest is complete physical death – personal destruction. However, some deaths are little deaths, such as setbacks in romance or career – a divorce or a job loss, for example. The Wars symbolize the **response** the Vampire makes to such setbacks.

He must struggle to restore what was lost. He must defeat the Renegades who would attempt to keep him down or pull him down. In essence, the Vampire must needs become and remain streetsmart!

For the Vampire who endures there is the peculiar adulation of the surrounding humans. He who rises to success in the world finds that the ordinary mortals will wish only to adore and gift him. The rock star or the millionaire businessman all too often is offered free gifts. "No charge for **you**, sir!" "Please accept this on the house, sir!" The true Dayside Vampire will freely accept these gifts as his due.

From this heightened perspective – that the humans around him are inferior and exist only to serve – the Vampire rises higher and even higher. The psychological chemistry of dominance causes only more obedience and worship, not less. Thus for the worshippers of the Vampire there would come small deaths, small harvests, in the form of giving more than they should.

Again, the Vampire who resists the pull of the Renegade, will see nothing ultimately wrong in this. The humans exist to serve, to give. They find their greatest joy in serving. The nature of the Vampire is to complete that circuit by accepting.

Yet there still looms the Final Harvest, the physical death of the Vampire himself. And here the mystery of the **Shurpu Kishpu** enters the picture firmly. The Vampire who comes to see that in his own experience he can never die, that experiencing personal non-existence is impossible, rises to even greater heights of personal power. Removed from his mouth is the bitter taste of death. Removed from his

mind is the concern that his time is limited. The Vampire comes to live in eternity **here and now**, certain of his never-ending survival and triumph over all things in this, his personal experience, his personal universe.

And yet, The Coming Apocalypse closes with a call to unification with the other Vampires like himself who have the true hope of cheating even physical death. The technology of the world swiftly has cured disease after disease and the decoding of the human genome has laid bare the blueprint that enables each cell of the body to live and renew itself. Soon, all too soon, the final knowledge will be made plain and the physical body of the Vampire shall be ever youthful and truly immortal.

In this too, the Temple guides the member to achieve true immortal life – World without end.

The Twilight

"For each mortal life there is a physical death and for each great Cycle of Life on this world there is an ending." –The Coming Apocalypse.

The mortal life that must die is that of the individual who fails to identify with his Innermost Self, the Dragon. The mortal life is one that continues to identify with elements of the universe of experience. The mortal life is the life that is still fixed in the universe of change.

All experiences change. Lifeforms come and go. Everything you can experience now will, at some point, change and vanish. If you cling to what you see, hear, feel, smell or taste as being what you **are**, then you are choosing to identify with inevitable destruction.

The Twilight is that new level of existence you can choose as your own. Knowing that you are the Watcher, the Dragon, you then experience what is – to include your own thoughts, feelings, likes and dislikes – as the **Experiencer** of what exists. What exists acts as a dark mirror through which you gaze and thus are reminded of your Being as the Gazer.

You operate from above and beyond all the experiences that can be in their infinite variation and are not trapped within them. Thus, from this Higher Level of the Twilight, you are truly in the world but not of it.

You are involved with the richness of the experiences of life but you are not trapped and doomed by their individual transience.

From the Twilight perspective, the human is seen as one who is entirely identified with the experiences he has. He is utterly and completely a puppet held by the strings of circumstances. If his experiences are currently pleasant then he can be somewhat happy. If his experiences are unpleasant then he must suffer.

The human is tied to the immediate reality of the moment and lacks the capacity to Rise above that moment. When he engages his imagination he is only confronted with his personal awareness of the inevitable loss of all he **is** since his death remains fixed before him. Thus an anxiety shadows even his happiest moments and his life carries the fear that the end is near.

The food of the Twilight Master is the continued reminders that allow him to remain fixed as the Source and not the mere end. This food for the mind requires counterpoint long enough to make the perspective habitual. Just as the King enjoys the fool who entertains with the humor of ignorance, all those around you who know nothing of the Dream and the Identity of the Dreamer, empower your mind to retain this awareness of the Twilight.

Thus the food of the Twilight Dreamer consists of the reminders of the correct perspective. In time, as the shadows of the night leave footprints in the day, as the Dreamer creates direct changes in the Dream, then the perspective is firmed internally. Then the need for reminders falls away.

The Twilight is the Temple of the Dragon. Your mind enters this Temple when you remember that you are the ever Unseen Seer without relinquishing the Dream Itself. Thus you are the God of the Dream and can work your will to manifest in accord with your mind's desires. Both Source and Dream must be maintained to ever Awaken increasingly.

Those who discover the Inner Self but abandon the Dream as mere illusion are many. These are the mystics of humankind who discover the Source but then cling to It and It alone. They abandon the Dream of experience as maya. These are the temples of ignorance, for the Seer without the Seen is unaware, and only sleeps. The personality of those who follow such a path ends with the destruction of the mind following the Second Death. These are the many who are seduced by the hope

that there, in the Self alone, they will be content. Instead they only lose the Dream and the mirror shatters.

In a time before time, the Dragon was realized by Some of Those we now call the Undead Gods. They built upon this Deep Understanding carrying it into the Dream of existence and thus Rose above the limits of mortal creatures. This technology was the birth of a true civilization – a working technology of what humans would now describe as magic or miracles.

The methods of this technology of mind in the Twilight required constancy of Awareness. Each of the Elders drew upon the Lifeforce which was the Food of the Dream – the apparent objectivity which They knew to be Subjective in the Twilight.

Then there were the Renegades who found the Dragon, moved along the Path but then lost the Dream. They fell into sleep and died the Second Death. Their failure lies in elevating the mind **above** the Dragon rather than remaining fixed to the one while **using** the other. Thus the skills in Dream Power they experienced remained theirs for a time until sleep took them. The Dragon is above the mind, while united these two become the Dreamer. But to then fall asleep and lose this union is to reject the food of the Dream.

Therefore they were trapped by their own assumptions. Their clinging to the human perspective that existence is the only reality re-immersed them in the quicksand of material sleep. Lucidity lost, these are the ones who come close but never remain for what they seek is to find that the fancy is fact and the metaphor of existence the only truth. They are doomed before they begin.

Within the Vampire's Mind is always fought the Great Wars. It is necessary to remain fixed in the Source and never abandon your Innermost Self, Which is that Source. Like the ancient story, your former perspective will continue to assault your Temple of the Dragon, the Great Dark. Your former thoughts will attempt to close the Gates of your Power through which true magic flows.

If you refuse to bend to the comfort of your former world view, then the crumbling destruction of those mental citadels will empower your new view. Each belief in the Dream of existence as the only reality will be undercut and in dying will give to your new view of the Twilight increasing power and endurance. These massive populations of thought, born from a lifetime of entrenched assumptions, will then

increasingly be destroyed in great waves of clarity. Each lie, in dying, gives up its power to enthrone the Dragon and Awaken the Dreamer.

This we know as the Harvest of the Twilight.

When you were a child you were exposed to these ideas through the stories seeded in all human religions. Some of these also survive from older religions now lost in the form of fairy tales. The concept of Godhood as personal control over the Dream of existence was embedded there to enable you to look to mastery of your human life within the Dream.

In dreams at night you were further encouraged as you would enter worlds in which all was possible. All this is not by accident but by design. These were your small Twilight Harvests.

Now you are an adult and are allowed here to understand and apply the simple and verifiable truths of the Temple Teachings.

You discover that you have always been your Innermost Self, the Dragon.

You discover that the workings of your mind are to be exalted in partnership with the Dragon.

You discover that application of this perspective molds and bends the experiences around you.

You begin to realize that, in truth, this all may be a Dream.

The continued application of these ideas cause more and more evidence to gather and you realize that these increasing Small Harvests are Gathering toward a breaking point, a new level of understanding.

You begin to sense the coming of the Final Harvest.

The Final Harvest comes with the burning of the seeds of thought that would defy the Mastery of the Worlds and the full Awakening of the Dragon. This Apocalypse, this revelation of your Godhood, will sweep away the worlds of experience you have accumulated in a single and sudden opening of the Great Gates of Power and the complete assumption of your true Divinity.

And how best shall you prepare to mount and attain this Throne of Ultimate Power?

We each begin and continue from where we are. We must serve the perspectives that match our evidence.

The Source must be embraced to be a Sorcerer. The Food of the world as counterpoint to the Seer of the world must be Eaten by the mind.

Remorselessly.

Diligently.

The Coming Apocalypse end with the following words:

"Europe and Asia are in turmoil. What follows is the breaking of the Seventh Seal."

"Europe" means the "broad face" of the world that you know – the world of experience, of life. "Asia" means "to ascend" or to Rise. The world of experience that you know as life and the effort to Rise above it through realization of the Dream of Experience **as** a Dream with you as the Dreamer are in turmoil, confused agitation.

Each seal broken on the symbolic Book of Life represents a release from identification with life experience and a new identification with the Dragon on a deeper level.

The breaking of the final (Seventh) Seal was followed by silence for the space of some time.

Nothing more needed to be said.

Discrimination was complete.

Without lies fact and fancy, truth and metaphor.

Discriminate with care.